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Meet Your Creeps

Pros & cons, few individual stats, small tips

<https://www.donationalerts.com/r/siklepd>

For whoever is about to read this - thanks for your attention. There are more things to come: both in this presentation and later in the others. I have a lot of stuff to say.

However, I feel really exhausted after all this and probably won't add anything new in a couple of days. Sorry!

Thanks for supporting:

/u/PlanToGetStrong

sashapwnz

/u/Oirt_-Emyzne

p1ngvintv

Крипы Цена

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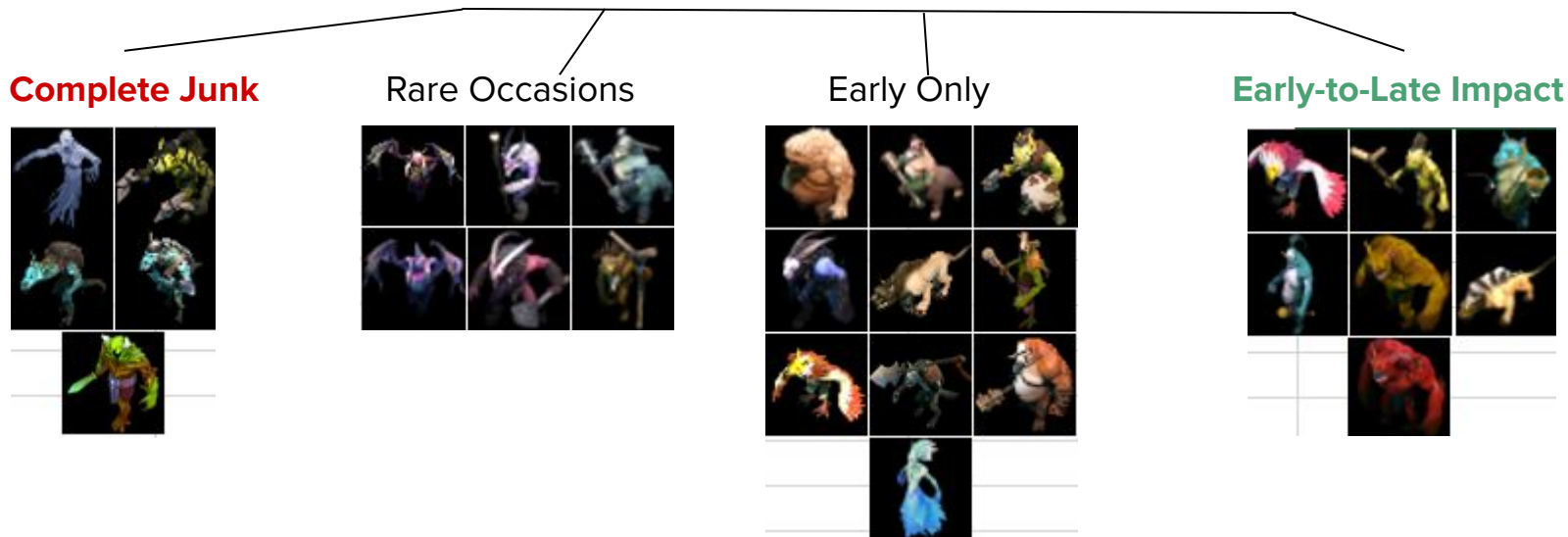
carpich

aDragon

Tomato goes clap-clap

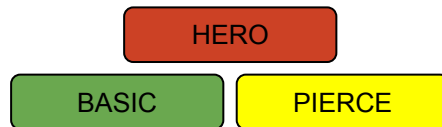


We can divide all neutrals into groups:

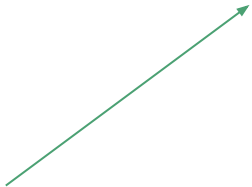


However, I'd love to divide some of these 4 groups into even more groups as there are 3 stages of the game and countless of situations but will do such in a separate presentation instead. Yet, I didn't add ancients here but will say things about them at the end of the groups.

A specific damage type will be attached to every creep next to their name




Every unit in the game has different attack damage type. Basically if we sum things up every **big creep** has hero damage type, every **small melee creep** including summons have **basic damage type**, every small **ranged** creep has piercing damage type. Siege damage type are only towers and catapults.



	HERO	BASIC	PIERCE
TO HEROES	100%	75%	50%
TO CREEPS	100%	100%	150%
TO STRUCTURES	50%	70%	35%

	Hero	Basic	Pierce	Siege
Hero	100%	75%	50%	100%
Basic	100%	100%	150%	100%
Structure	50%	70%	35%	250%

 Briefly about different damage types
 (I forgot to add here Giant Wolf which has piercing damage type)

Complete Junk: Lane Melee Creep

BASIC

I don't recommend taking any of these creeps no matter what as they are literally useless. So is the melee creep - even though he has **2** more armor compared to the ranged creep he isn't that stout and can sustain only **2-3** more enemy hits if you decided to outzone the enemy with this creep. Plus he has melee attack range and can't be used to stack camps as effective as a ranged creep can. In addition to that he has basic attack damage type which doesn't really help you both on the lane against summon-related heroes and sidefarming/securing creeps; he can't really get close to enemies either compared to 500 attack range ranged creep. The only good thing is that his basic attack type helps you deal more damage to towers but it's less gold for your team as you steal the lane creep just to hit teensy bit more, it's better to take other basic creeps as Wildwings if you want to hit towers with it.



10%

Ranged Creep	
Armor	0
Magic resistance	0%
Status resistance	0%
Attack damage	21-26
Acquisition range	600
Attack range	500
Base attack time	1
Attack animation	0.5+0.3

Melee Creep	
Armor	2
Magic resistance	0%
Status resistance	0%
Attack damage	19-23
Acquisition range	500
Attack range	100
Base attack time	1
Attack animation	0.467+0.533

	Tower Damage		
	t1	t2	t3/4
lvl1	7	6	5
lvl2	8	7	6
lvl3	10	9	7
lvl4	11	10	9

	Tower Damage		
	t1	t2	t3/4
lvl1	12	11	9
lvl2	15	13	12
lvl3	19	16	14
lvl4	22	19	17

Complete Junk: Kobolds

BASIC

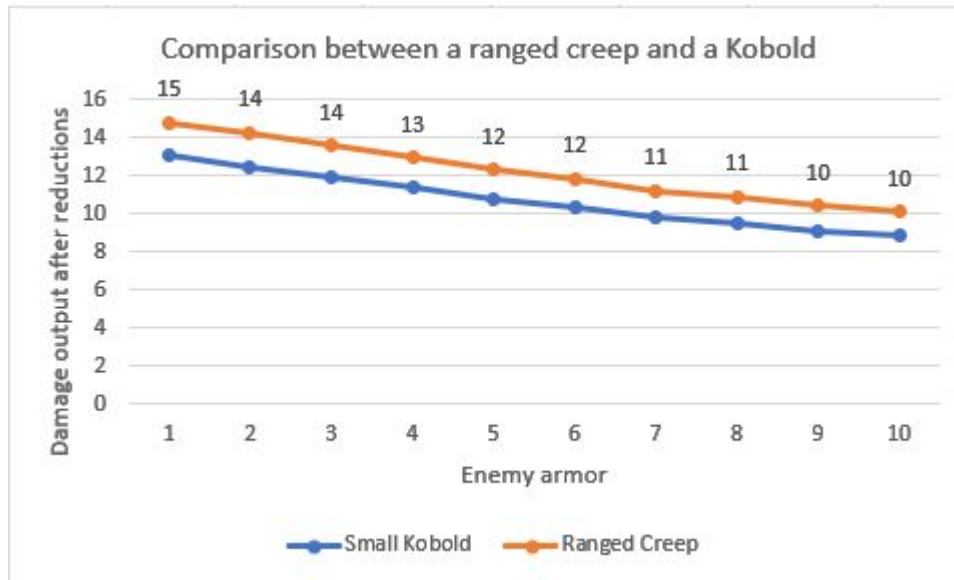
I see absolutely no reason why some people still keep taking these guys. They lack everything: armor, damage, decent damage type; they can't be pulled due to the basic damage type with low values. They are just there for no reason, just some bags of gold for Alchemist. Yet people take them just for the sake of taking. **That is a huge mistake when you take whatever you see: be it a Kobold or a Troll.** You waste time, mana, you position yourself near the camp with no impact as the creep won't even deal enough damage equal to base HP regen. Don't. Waste. Time. On this particular creeps.

The damage is shite if we speak about harassing an opponent and I wouldn't take ranged (more about them later) nor Kobold to harass enemies in this case: they serve different goals.

Ranged is useful to scout & stack, deny creeps and harass summons. Child Kobolds are useful if you want to block a particular camp without affecting enemy network that much if the creep dies.



8-10 small kobold
or 14-18 gold medium one



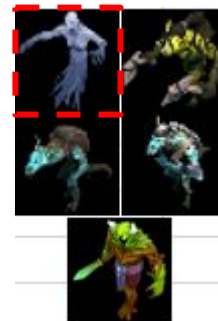
Complete Junk: Fel Spirits

BASIC

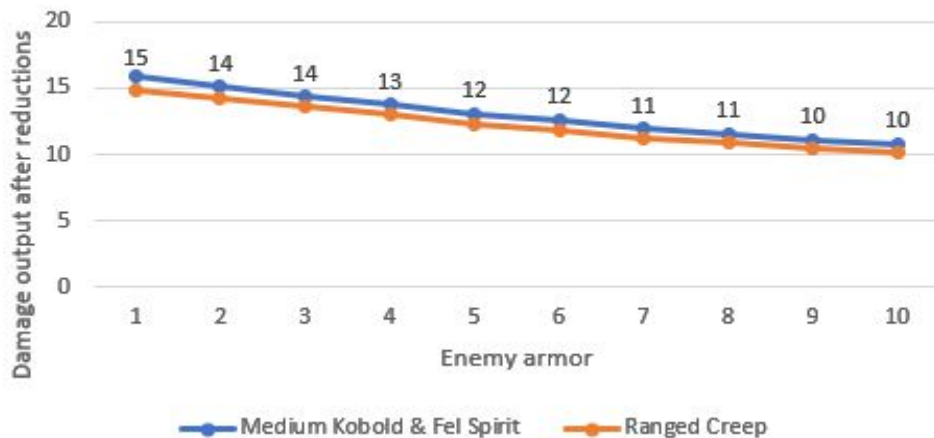
You can apply all previously read about Kobolds to these fellas too. The only difference between them is that Fel Spirits are faster by 70 MS (350 in total), they have the same damage as Medium Kobolds (14-15) but give more bounty to the enemy if they die: Kobolds give 16 average, Fel Spirits give 18,5 average. In terms of harassing enemy heroes they deal more damage than small Kobolds but that's not enough anyway. Considering the fact that they have high MS (350 + Holy Persuasion bonus) they might be useful to scout instead of the ranged creep or if you must block something urgently.

As shown on the picture Fel Spirits & Kobolds hit harder than a ranged creep but the latter one is more useful in terms of usability solely because of its attack range.

Other than that I see no reason to take the creep and there is nothing tricky about it.



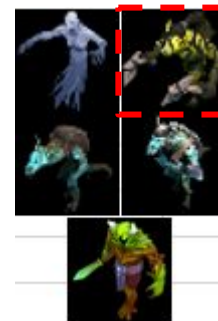
Comparison between a ranged creep and a Fel Spirit / Medium Kobold




Complete Junk: Hill Trolls

PIERCE

It seems that this is one of the favorite creeps on the pro scene as I saw it once every 2 games. You might disagree but the creep is **as useless as a small Kobold** and you should just compare him with the Troll on the small camp which has better stats and is more useful. The main problems of the creep are his **250 attack range** and **low piercing damage** + **zilch armor**. They even give more bounty if enemy kill them. If you still take it - you are hopeless.




Once every 1,6 sec.



Armor	1
Magic resistance	0%
Status resistance	0%
Attack damage	28-37
Acquisition range	300
Attack range	500
Base attack time	1.6
Attack animation	0.3+0.3
Projectile speed	1200
Movement speed	270
Follow range	100
Turn rate	0.5
Collision size	24
Vision range	800 (G)
Bounty	20-23
Experience	31

Hill Troll Berserkers



Armor	0
Magic resistance	0%
Status resistance	0%
Attack damage	24-27
Acquisition range	250
Attack range	250
Base attack time	1.35
Attack animation	0.3+0.3
Projectile speed	1200
Movement speed	270
Follow range	100
Turn rate	0.5
Collision size	24
Vision range	800 (G)
Bounty	21-26
Experience	47

Hill Trolls

Once every 1,35 sec.

Rare Occasions: Harpy Scout

PIERCE

There is not so much about this very creep but sometimes it can be used against summon-related heroes as **Furion**, **Lycan**, and rarely **Beastmaster** at the start. That's the full list of such heroes actually.

You can take Harpy Scout against summoners if pos4 hero intentionally killed Hapy Stormcrafter on the camp and left you this garbage. It's a replacement of a ranged creep in such situation.

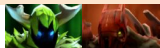
The reason to take it is that it has piercing damage type and high damage values, as well as it can be persuaded at level 1 which is worth-considering as there are just a few creeps you can take that early.

As piercing damage type makes this creep **150% stronger against any creep** it's perfect to harass summons with the help of creep's high damage values (more than a ranged creep has)

Attack damage: 28-37

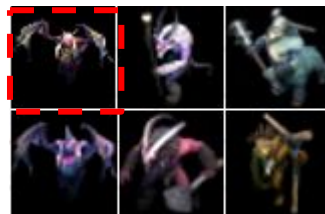


Attack damage: 21-26



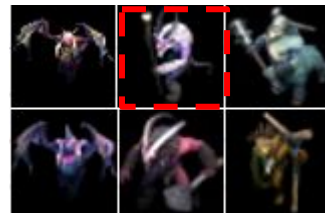
Both are **50%** more if you hit creeps. Basically even first level **+8** Holy Persuasion bonus damage becomes **+12** because of this hence even more damage.

One little detail many don't know is that **all harpies have 1800/1800 day/night time vision** and it's more than a ward (1400/1400). I persuaded a harpy a few times amidst the teamfight to have vision advantage over enemies. It's also good against Slark and NS as they have increased night-time vision. However, you better take Harpy the Stormcrafter instead since it has a spell in addition.



Rare Occasions: Satyr Banisher

PIERCE



This little creep might be very impactful in **mid to late** game in some drafts as it's a cheap basic dispel which means you can dispel dangerous skills like most of the shields & what makes this important in the mid-late game: **dispel Vessel & Eul** (either from an enemy or offensive one from an ally). The creep has some weak points which makes him less viable among other impactful creeps. They are:

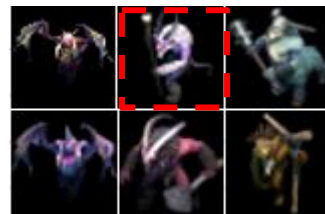
1. **Low movement speed (300)**. I used to take the creep only with HotD back when the item was useful and OP because it gave the creep enough MS to reach enemies. Now it's hard to do esp. if you don't have Kobold the Foreman or/and Drums in your team (7.28).
2. **Extremely low cast range (350)**. This is the major thing as it's super hard to dispel anything if everyone is moving around, blinking and slowing down the creep; the cast range is so awful that you will regret that you took the creep. Esp. if you try to cast it on Ember Spirit though it's very effective against the hero on early levels as his shield is his main source of damage.
3. **Low manapool (500) & high manacost (120)**. Due to this 120 manacost you can use the ability 4 times and suicide the creep off a tower/neutrals if you needed it temporarily. Good thing is that the creep has inner 1 mp/sec regen and the point is yet another proof that Basilius > everything early on. Used it wisely against Batrider and only in sheer danger as you will run out of mana if you use it to dispel pathetic 2-3 stacks of Napalm.
4. **Less usability** compared to other creeps of "early-to-late impact" category. It is indeed a creep of a lesser usability because even +5/10% magic resistance aura or 2.5 mp/sec aura are better than Purge in 90% of the games even if an enemy has Vessel.

Speaking of item dispels I mentioned Eul's. I rarely take this creep and when I do it's only when I'm 100% sure I can reach and dispel Eul off my teammate against SF with Eul + Ulti combo to fuck the timings. I personally dislike the creep overall. Ironically, the more game lasts - the less impact this creep does.

LIST OF SPELLS



Rare Occasions: Satyr Banisher (2)



3,4



it's important to lane against pos3-4 ET as he strongly relies on his Astral Spirit and if you have Basilius early on (so you will) you have mana to counterattack or disable his ability to do anything to you on the lane. Just don't use it too early, wait for him to move towards you a bit. If you dispel his Spirit everytime he casts it - you will run out of mana and die the next time he uses the ability. Good thing to do is to deward the large camp as there is Satyr camp and you don't need to move across all map to find one.

3



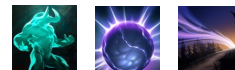
it may look like a good idea if you have strong lane against DS as he can't do shit without his spells and if you have good lane hero you can consistently attack him or force staying between t1-t2 towers. Speaking from the experience when they stay between towers and you Purge 1-2 times DS players are always just pulling creeps onto their tower without casting anything until they reach their lane. Just be patient and scare him the fuck away, then pull/stack or whatever, you did your job. Honestly it's not even that hard to kill DS on early levels as he can't even Surge, just need Penitence at level 2 and good positioning.

3,4



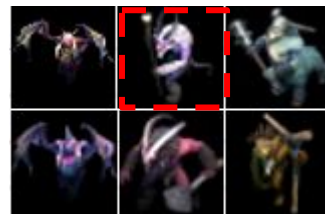
you might take the creep against the shield of VS if you are lazy to scout for something else but it'll be to no avail as he has a good escape at his disposal as well. Later if he decides to go for Aghs you might think of a dispel if some of your important allies have none and have important buttons to press (Stampede, Supernova) and VS jumps straight on them. Though it'll hit the creep due to his high AoE. Another useful move you can take is to dispel the **Aether Remnant pull** effect.

early game only



3 = position

Rare Occasions: Satyr Banisher (3)



3,4



at Batrider is overall a good counterpick to Chen but is very vulnerable on the lane first levels. As I wrote earlier you must be patient and dispel 3-4 Napalm stacks only so you could always have mana when you need it. Pay attention to creep's HP and don't walk on Firefly trace (i.e don't rightclick with the creep) or you will lose the creep in a blink of an eye. Dewarding the big camp is important as well. Not only because you can find the creep there at the start but you can replace your current Banisher with the brand new one hence refreshing manapool.

3,4



you should play against QoP a bit different. Since her dagger has low cooldown you can't consistently dispel it without running out of mana in a minute. You either have to find more than 1 camps of Satyrs or be more selective when to dispel. I suggest stacking once the camp near your tier-2 (whatever side) or any camp in general to find Satyr there later on change your low mana one. It's not a serious threat if you let QoP dagger your core if it's level 1. If Qop's level 3 I'd consider persuading a Banisher now otherwise the total DoT would be high.

3,4



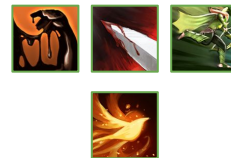
WR is not dangerous at all as once you find the Banisher she loses her ability to escape. Highly advisable if WR is pos3 so you can kill her easily early on. So-so if she's pos4 and you can simply ignore her Windrun. Any other creep would be better.

3,4

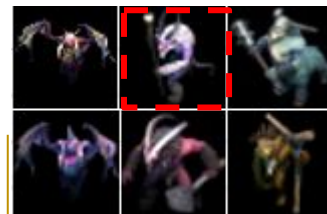


unfortunately you can't really make an impact if you persuade the Banisher against Phoenix as this hero has multiple charges of Spirits and your creep will be of a single use. Sometimes it's useful to persuade a purge creep in the middle of a fight to dispel Spirits off your reliable carry hero to hit eggs more and that's it basically. Other than that it's useless on the lane. Don't recommend even and especially after early phase.

early game only



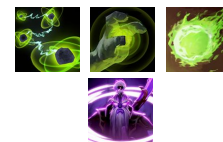
Rare Occasions: Satyr Banisher (4)



(rarely) mid-late game



early game (+ rarely later)



3,4



: it's useless to take this creep for the sake of dispelling Track and Corrosive Haze exclusively as the cooldowns are way too low and these heroes will most likely refresh their abilities every time they see the chances. On the other hand if you play against Tinker + BH it might be a good idea as Tinker will spam Dagger + rockets on tracked targets and someone may die because of it. Also there are drafts relying on Track like Ench/Sniper + BH so they would hit you 2 screens away without you noticing them. Very painful but I still don't like the idea of taking this creep to dispel those abilities.

3,4



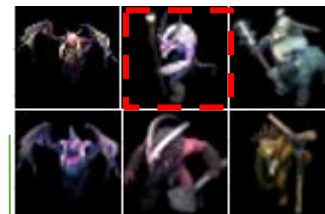
: Venomancers nowadays skip upgrading Venomous Gale and Poison Nova is undispellable anyways so why bother taking Purge when you don't need it? Poison Sting IS dispellable but can be applied almost instantly again. I see the reason to take the Banisher against Veno if it's pos4 and you have chances to kill either this hero or his lane partner somehow. Later in the game if Veno has Vessel - think about getting Purge again.

2-4



: this hero is ridiculously annoying first 15 minutes or so as he deals a lot of AoE damage, has AoE silence, slow and re-applies the effects which bounce from enemy to enemy. The only time I take the creep against ES is when he jumps straight on me (Chen) and doesn't want me to do anything starting with slow-silence combo. Later in the game I usually have some sort defensive items like Greaves or Glimmer/Force so the creep is not necessary to take.

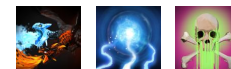
Rare Occasions: Satyr Banisher (5)










early/early-mid game

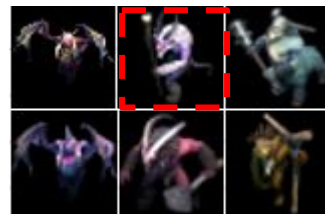


early game only

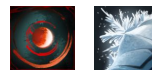


- 1-3  taking the Banisher creep against pos1 or pos3 MK (depends on your position) is a good idea but you have to react exactly before he uses his first ability otherwise you are useless. In my opinion you just need the Purge for the first 5 or so minutes, everything after is redundant and waste of creep slots.
- 1-4  you definitely need the Banisher creep for the first part of the game as it's Ember's main damage source and protection during the said period. The problem is to get close to Ember and cast the Purge as the hero is always moving using Fists/Remnants. Pay close attention to that as every command order will be resetting every time Ember uses Fists. Also Embers tend to buy Vessels if they are mid playmakers. Overall it's useful for 10-15 or so minutes or until he gets BKB. Also useful to purge off roots.
- 1-4  hardly ever I took the Satyr against Pugna as her cooldown is so damn low and the hero does everything quickly you can't really reach your ally or Pugna herself but if you have no dispels/magic nukes you can try to take the purge creep against Pugna. Worthless to take in latemid-late game however as everyone is strong enough or have some sort of dispel.
- 2-4  same with this grandfather but easier as you only need to dispel his Ghost Shroud once. Useful if the hero is pos3 as he is too vulnerable without this skill.
- 5    these are all spamming heroes and if it's kinda useful against Dazzle as he applies the poison once in a lifetime at level 1 you can't really be helpful against Jakiro and Disruptor since they can spam you to death with little resources used. Better find something more impactful like Harpy/Priest/Ogre. One more thing: you are retreating and one of your teammates is under effect of Thunder Strike that gives vision - purge will help you get rid of that vision so your ally won't be Glimpsed back.

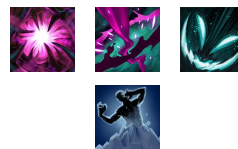
Rare Occasions: Satyr Banisher (6)



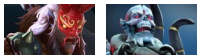
early-to-late



early game (+ rarely later)



5



: these two have spells that are annoying and strong. I recommend dispelling them ASAP. Lich's shield is powerful and if you ignore this fact your team will have way less chances to kill an enemy. Same for Grim's ability that serves initiating purpose and I usually take purge creep if I'm pos4 Chen against pos5 Grim as they like to initiate on poor Chen without escapes. The creep not only helps you dispel and survive but kill enemy as well. Keep in mind that once Ink Swell is dispelled - it explodes damaging and stunning by the amount it lasted.

5



: purely optional as well but it's hard to use the creep as roots are everywhere and her ulti has big AoE - hard to reach your ally to dispel the fear. Take it when you really need to dispel the crown debuff/root but I hardly believe you would dispel the fear. As Willow relies on her W and skills roots once in the early game it's safe to say that the Satyr is useless (low cast range is the main problem).

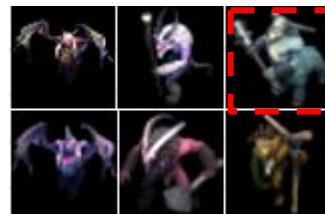
5



CM is indeed pain in the ass and I see many people take Purge to dispel her Frostbite on level 1-2. That is a huge mistake as you can't dispel 1,5 sec. long debuff from your or allied hero in time and have no other creep to dispel Frostbite from either. In other words you are just wasting creep's mana and do nothing useful. It's good to take if you have initiating creeps other than the Banisher and CM is the only obstacle on their way to reach enemies. Centaur + Banisher is the example combo. Or in situations where your allies have escape/initiating abilities (Ember, QoP, AM, Storm) and long-ass roots - such as lvl4 Frostbite - are the problem. To cut a long story short: don't take Banisher at level 1, take it if you have other creeps (lvl3, 5, 7) like Harpy, Ghost early on or Centaur, Troll later in the game if you need to have more crowd control abilities. Perfect combo is Hill Troll Priest + Banisher to constantly dispel Frostbite and press on CM as you have infinite mana.

Rare Occasions: Centaur the Conqueror

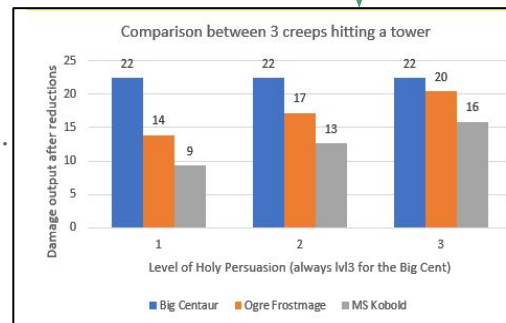
HERO



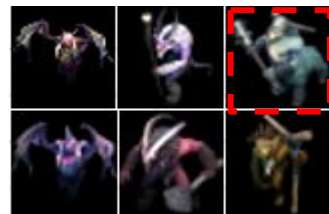
The amount this creep was taken in pro games over aura creeps is unbelievable. You CAN'T reach enemies like 15 mins into the game, you CAN'T have impact since your creep is dying and giving off gold to enemies. So you wasted time, mana and gave enemies some gold. The exceptions are if your team lack control or/and if you have setup-like abilities (i.e: Song of Siren) to extend the duration or heroes like DS that can Surge the Centaur (though DS used to build HotD himself). I'll put things into points:

1. Most of the time a Centaur is **useful only in combination with the Troll** and its Ensnare in the early game. Sometimes you can walk to enemies with the help of Kobold as well though.
2. **You reach level 5 in 7-10 average minutes** and by this time **you won't do anything with this stun** as usually t1 tower had already been fallen and enemies keep different positions. The tower damage output is compared to a Kobold/Ogre's. Consider something more useful than a single unreliable stun ability (Wildwing, Tomato/Potato or even better - Alpha Wolf). It depends.
3. The **creep is COMPLETELY useless when it's mid game**. TOTALLY. ABSOLUTELY useless. How you gonna reach enemies if everyone has slows, stuns, escapes, saves and stuff and stick together? If you think I'm wrong - don't read the next passages.
4. However, it's **sometimes good to take against illusions-based heroes like PL or Naga**. In 90% of matches these heroes will most likely attack you only like they have tunnel vision on you and 1-2 centaur will help you sustain more. You live longer - you press more buttons and create more space. Sometimes it's enough for your allies to help you.
5. Good to know that **you can unexpectedly turn around and forcestaff your Centaur**. It's usually helpful when you push highground and (if you took Centaur) instantly forcestaff your Centaur into enemies right through the tower when they decide to outpush the wave. Works 80% of the time as an initiating move. Look for it on the next slide.

3 different creeps hitting a tower (numbers after reductions)



Rare Occasions: Centaur the Conqueror (2)



The stun lasts for 2 seconds on heroes and 3 seconds on creeps. Since it costs low mana (50) and refreshes every 12 seconds you should use it as often as you see the possibility starting with stunning other surrounding creeps when you persuade the Centaur for the first time. It saves you quite a lot of creep's HP.

This also helps your core farm ancients without taking tons of damage early in the game (TB with Meta on for instance).



Rude example of using and refuse to use stun when clearing the camps. It's especially a must to do when you encounter piercing damage type creeps (Ghouls, Harpies, Trolls, Giant Wolves etc.)

← no stun used

→
stun used off CD, tons of HP saved

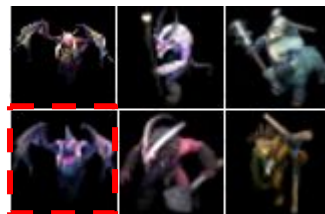


Rare Occasions: Harpy the Stormcrafter

PIERCE

Wet dream. There are **4** small camps on the map and you have **51%** chance to find a Harpy on the **1:00** spawn if you count all 4 camps. **If you use the method I mentioned in another presentation** you have 3 small camps at your disposal and even if your small camp is blocked **you have 2 of them left**. After you stack mid small camp you have **25%** chance instead of **20%** to find a Harpy so overall the chances you end up being with this precious creep are high in case you did everything right. This is definitely a lane winning creep and you can make it even stronger. Now straight to the facts:

1. **It has almost the same damage as Harpy Scout** which can be used to deny lane creeps or harass summons effectively due to its piercing damage. **DON'T ATTACK HEROES** - you have no hp regen that early to keep the Harpy alive. Additionally the Stormcrafter has **150 more attack range** (450), **armor** (2) and **MS** (310) compared to the Harpy Scout (**1 armor**, 280 MS).
2. After a few consecutive nerfs Harpy now has low manapool (125) and high manaregen (3) so it mostly relies on manaregen. I personally think that it's not a nerf overall but a buff to the creep. It's OP. **You must build around manareplenishing items/spells early in the game.**
3. Same as Harpy Scout this **Harpy has 1800/1800 day & night time vision which helps a lot against Slark or NS** - two heroes that rely on nighttime and the decreased vision enemies have at night (800). It also good to smoke gank someone during this time. You see them, the don't see you.
4. As for its ability there are some things you should keep in mind:
 - a) **Lightning strike bounces off RANDOM targets**. This is the only lightning that behaves like that. A bug that has never been fixed. Any other lightning abilities (Arc Lightning, Mjolnir/Maelstrom procs) jump between nearest targets. That means that **you shouldn't try to land a last hit on the furthest target through the nearest creeps** but to use it exactly on the target you need.
 - b) The bounces lose power with each hit so you end up with **140/105/79/59 DMG**.



1400/1400



1800/1800



Attack damage: 28-37

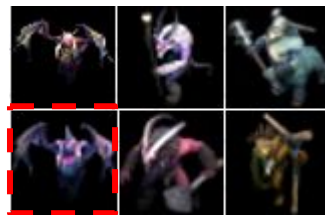


Attack damage: 30-37

Rare Occasions: Harpy the Stormcrafter (2)

Maximum of 4 bounces. Lightnings bounces in 500 AoE each with 0,25 sec. between them.

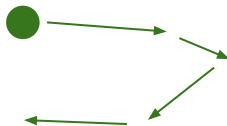
c) Since the cast range is somewhat huge (900) **you must cast Chain Lightning behind the trees** so enemies won't get any Magic Stick charges. Don't underestimate this cheap item.



Harpy hits **random** targets (after the first hit the lightning goes to Axe on the south instead of hitting 2 closest Axes to the right.)

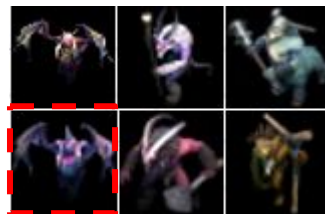


Zeus hits **the closest targets**, each bounce searches for the closest target in 500 AoE which are 2 Axes to the right at first.



It's important not to give enemy charges as every charge roughly reduces the damage by 10% you've done.

Rare Occasions: Harpy the Stormcrafter (3)



As I've written earlier **you need to build around mana replenishing items as Ring of Basilius** and later when you hit level 3 it is incredibly strong if you see a **Hill Troll Priest** with his Mana Aura. In other words discard everything in quickbuy and **get Ring of Basilius ASAP** when you found a Harpy - you will have **8** seconds of downtime of your Chain Lightning alone and if you managed to find a Priest at level 3 after that - **you can cast Chain Lightning every THREE seconds after the cooldown**. 140 dmg every 3 seconds a few minutes into the game, huh?

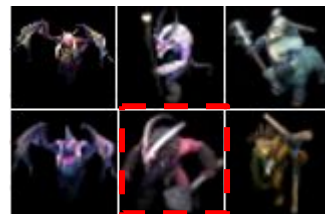
Manapool	Manacost	Cooldown	Mp/sec regen	Ring of Basilius	Hill Troll Priest	Mana restored per Cooldown (4)	Time needed to restore 50 MP	Ability downtime
125	50	4	3,0	1,4	2,5			
		Total:	4,4		With RoB	17,6	11,4	7,4
			5,5		With the Priest	22,0	9,1	5,1
			6,9		With RoB + Priest	27,6	7,2	3,2



Real time gif. Same happens with your whole team as Ring of Basilius and Mana Aura are... auras. Save to say it's imbalanced. See more about Hill Troll Priest somewhere at the bottom of this file.

Rare Occasions: Satyr the Tormentor

HERO



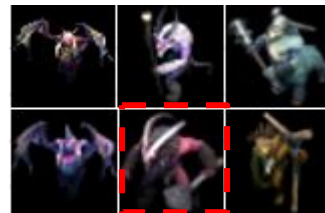
It's worth to take right when you hit level 7 and can't find anything else or have no time at all. Its HP regen aura is overrated and just a neat bonus between early teamfights. The ability can be used against summons or illusions early in the game (10-13 minutes in) while they are squishy and vulnerable to magic damage. Same situation as with the Centaur Conqueror - get 1-2 of these and fight back the illusions.

1. The 5 HP/sec regen aura can be helpful not only between teamfights in the early game but against some DoT spells like Venomous Gale/Poison Sting/Poison Nova/Doom etc .
2. Creep's tower damage is similar to most "big" creeps and a few small ones with basic damage but it lacks armor so it'll be much squishier than any other big creep like Wildwing or Tomato with its 4 armor and more impact in the game. In general, the creep isn't worth taking other than in the early game.

	Lvl	Acid Spray	Scorched Earth	Shadow Strike	Venomous Gale	Poison Sting	Poison Nova	Supernova	Doom	Magnetize
Damage per second	1	20	15	10	5	6	40	60	25	40
	2	25	30	20	15	14	65	90	40	80
	3	30	45	30	25	22	90	120	55	120
	4	35	60	40	35	30				
% reduction	1	25	33	50	100	83	13	8	20	13
	2	20	17	25	33	36	8	6	13	6
	3	17	11	17	20	23	6	4	9	4
	4	14	8	13	14	17				

Number of DoT spells the Satyr might be partially useful against as an example.

Rare Occasions: Satyr the Tormentor (2)



Shockwave is slightly different from hadouken-like ball that flies on the flat line. Basically it's a cone as the starting radius is **180** and the end radius is only 20 more (**200**) but these 20 points make this skill wider the more it flies. In other words it can hit enemies up to **1580** units away.

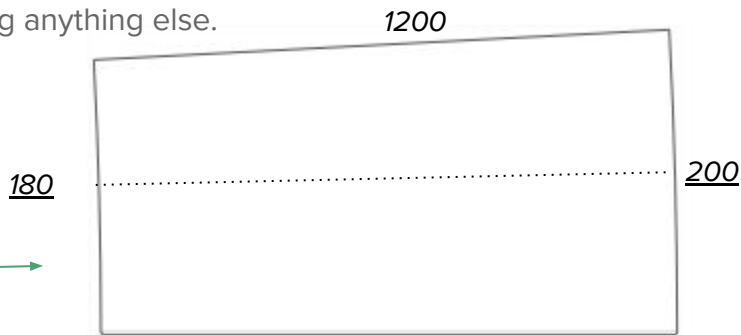


Green circle around Chen shows **1580** AoE. Sadly it's not really clear whether it increases in width or not on the gif but it is. The distance in description of the spell i.e starting is **1200**.

Good to remember that **you can cast it on a target**. It doesn't work like autohex or something but allows you to hit the enemy at the maximum distance with the direction he moved last split second.

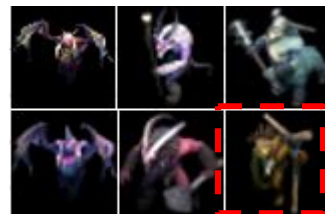
Since the projectile slightly increases the more it flies - it's a bit harder to dodge Shockwave for your enemy if you **use it on a target instead of the ground at its cast range** (though the creep will come closer obviously)

In general I don't recommend taking this creep if you can afford taking anything else.



Rare Occasions: Dark Troll Summoner

HERO



In my humble opinion this creep is also **used as an early-game creep only** as it's harder and harder to latch a net the more the match goes and it's perfect only in combination with the Centaur and its stun or any allied setup skill. Sometimes there are games when you lack control and can't even interrupt a TP so this creep will be of use. Yet I still don't like the idea of having Troll over any aura-wielder creeps as they are way more useful. Apart from the reason that it's harder to use Ensnare on enemies (BKBs, Dispel, simply stuns/slows/nuke that slow down or kill the creep) the second skill doesn't really help if it's an early mid game or later.

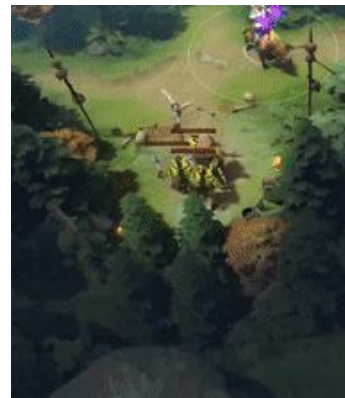
1. Dark Troll Summoner as well as other Dark Trolls has 250 attack range which is extremely low. Since you can take the creep at lvl 7 only you don't really attack with the creep and it doesn't really matter. BUT. **Don't take the creep and DON'T summon skeletons against Wyvern or ES. EVER.** Dark Troll Summoner likes to hug people.
2. **This is the only creep with the acquisition range of 250** (the range creeps autoattack you; default is 500). Sometimes you can use it to your advantage and hide behind neutrals by cutting a tree or two during the day without taking damage. →

3. You don't summon skeletons and/or take this creep at all due to the low attack range (the creep will always be near other units or the hero) and apart from the Curse Wyvern instantly kills your skeletons with her nuke as skeletons are squishy. Same applies when you play against Earthshaker - skeletons will cause more echoes.

390 dmg
(6 units)



495 dmg
(8 units)



Rare Occasions: Dark Troll Summoner (2)

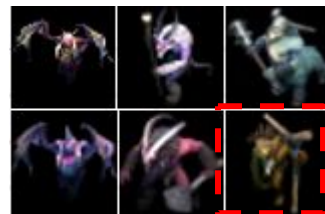
As for Skeletons if there is nobody outpushing lanes (and no ES or Wyvern against you) you can summon skeletons and hit the tower. After all reductions each skeleton deals **10** damage to a tier-1 tower considering you have **no** Alpha Wolf nearby. They have **250 HP** and **0%** magic resistance so any damage dealing spell will most likely kill them in a blink of an eye and I recommend summoning them **ONLY when there are no enemies** (team wipe or everyone is at another place on the map).

You can also use the Skeletons to scout the map and block potential farmed camps (ideally ancients) as these little guys have **800/600** day/night time vision and it's pretty decent compared to 800 night vision of many heroes. As Skeletons give **6-12** gold when killed you don't need to be worry about them at all. They only last for **40** seconds so you can't possibly block the same camp twice with the same skeleton.

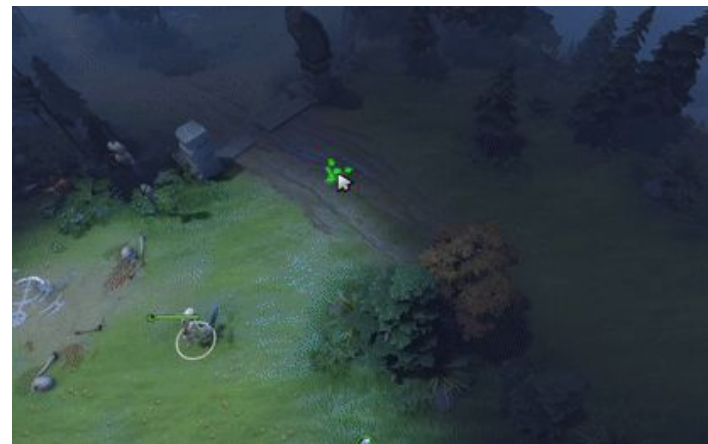
Yet again - **DON'T** summon them amidst teamfights or when pushing towers when enemies can simply outpush with the help of a single skill. It's a waste of an ability. Better spread the skeletons nearby to give vision over some areas against potential ganks.



I recommend setting "Patrol" hotkey in the settings menu to use skeletons for scouting when you push towers and enemies outpush them back. You won't lose the creeps and will have information over more areas than without skeletons. Don't scout Rosh as they are squishy and won't be able to reach Roshpit.



Every unit leaves an invisible corpse which lies for 6-7 seconds after death animation. Protip: skeletons can be summoned off dead illusions as well.

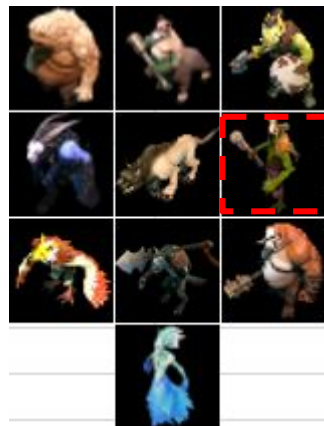


Early Only: Lane Ranged Creep

PIERCE

This is the most useful creep right at the start of the game and many people asked me: “why bother taking if you steal your carry’s farm/XP?”. There are a few disadvantages but I believe they are all for the greater good.

Taking a ranged creep these last patches is a good idea as you have many options: 1) scouting and stacking small mid camp, 2) stacking medium camps if you need Purge or Ice Armor, 3) stacking for the sake of stacking for your mid hero, 4) snipe courier on the way to your small mid camp, 5) harrass summons, 6) deny lane creeps or sidefarm camps. Melee creep can’t be used in half of those above-written situations.



Cons	Explanation
You steal 69 XP and some gold.	69 XP is only 12 more compared to a melee creep that gives you 57. Yes it does affect how fast you and your lane hero get level 2. <u>Chen +1 any hero are weak laners that early anyway</u> and it doesn't change anything if your opponents get the desired lvl 2 faster than you. It'd be worse if you skill aura and miss the opportunity to block the hard camp & scout-and-stack with the ranged.
Creep equilibrium is shattered.	That's true and in order to maintain the creep balance on the lane your carry should know how to that himself either by aggroing the rest of the wave to him or you can simply wait until the ranged creep hits a few times and persuade it right after. That means that the ranged dealt some damage and it's usually enough to balance the lane if nothing's happening. In most of the games enemies try to aggro your melees onto their ranged and if the latter is 25% HP left you can also persuade it.
Melee is better.	That's not really true. As I told before lane melee creeps can't be used as a shield as it has only 10% more physical reduction than a ranged and it allows it to soak ~2 hits which makes no difference. It can't harrass properly esp. if one of the enemies on the lane is a ranged hero. It can't properly stack since it has melee attack range and even if there are 2 camps of piercing creeps it will have like 50% or less HP after its attempt to stack once more. It also kills courier with 3 hits instead of 2 like a ranged one if you want to snipe the courier on the middle after stacking.

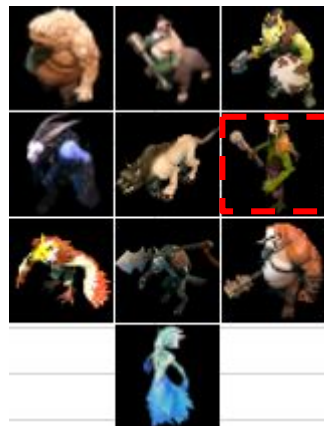


Don't persuade the creep like that if you feel it'll be hard to maintain the creep balance. The wave will be at the enemy's tower pretty quickly.

Early Only: Lane Ranged Creep (2)

As for the first moves: I made a separate 10 pages presentation (“Vital Moves”), you can search for more detailed information there. Secondly, ranged creeps are not only helpful very early into the game but in the late-late game as well since **you can easily outpush megacreeps on 2 lanes with 3-4 ranged mega creeps**. Lane creeps also have **the highest (170) attack speed** among other creeps (Ghost has the same) which makes it even better to harass summons or sidefarm.

As said: NP’s **Treants**, Lycan’s **Wolves** and BM’s **Boar** - all of them have **0** armor and receive 150% more damage from the ranged creep you took at level 1 = **47** damage after reductions per hit. This piercing damage also **works against allied creeps** so **denying your creeps is as much enjoyable**.



Normal Ranged creep receives 12 HP and 2 dmg every 7:30 minutes.

Not only ranged creeps transform into Super creeps but a catapult will now have +16 dmg more.

Super Ranged creep receives 18 HP and 3 dmg every 7:30 minutes.

Mega Ranged creep receives no upgrade. Only bounty/XP increases.

#	Time	DMG	HP*
1	7:30	23-28	312
2	15:00	25-30	324
3	22:30	27-32	336
4	30:00	29-34	348
5	37:30	31-36	360
6	45:00	33-38	372
7	52:30	35-40	384
8	60:00	37-42	396
9	67:30	39-44	408
10	75:00	41-46	420

We don’t need upgraded normal or super creeps in the beginning nor later since it’s an obsolete action.

*HP doesn’t really matter.

Time	DMG	HP*
7:30	44-49	493
15:00	47-52	511
22:30	50-55	529
30:00	53-58	547
37:30	56-61	565
45:00	59-64	583
52:30	62-67	601
60:00	65-70	637
67:30	68-73	673
75:00	71-76	691

However, mega creeps always have high damage values and as it’s 50% more due to the piercing type it’s incredibly easy to outpush megas with 4 other ranged mega creeps if you are stuck on your own base.

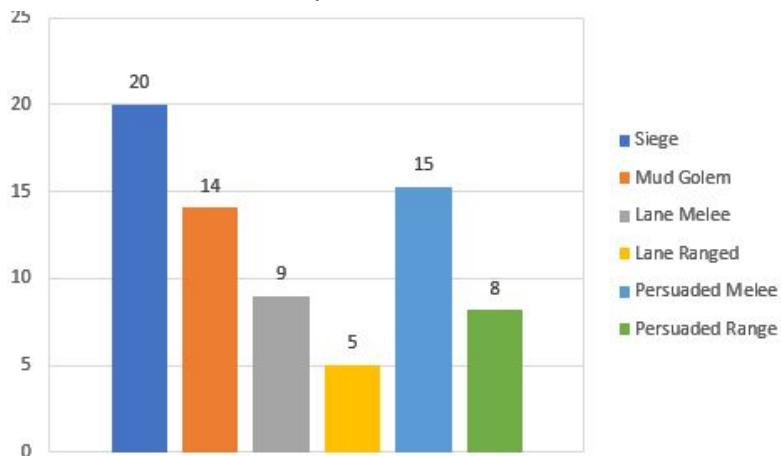
#	Time	DMG	HP*
1	7:30	131-136	1015
2	15:00	131-136	1015
3	22:30	131-136	1015
4	30:00	131-136	1015
5	37:30	131-136	1015
6	45:00	131-136	1015
7	52:30	131-136	1015
8	60:00	131-136	1015
9	67:30	131-136	1015
10	75:00	131-136	1015

Early Only: Mud Golem

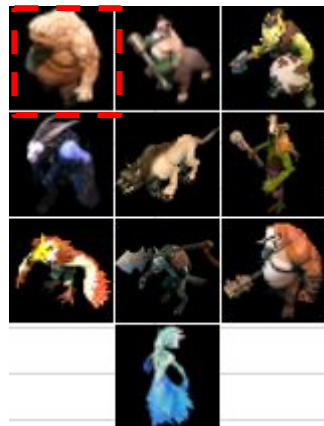
BASIC

This was one of my least used creeps as I didn't like the stats and the usage of this creep in general. The stun ability can't be used to deal decent damage nor lasts long enough; it requires the creep to die and you can only take the creep starting from level 3 which is too late for the numbers it provides. There are 2 functions a Golem might give you.

1. **Cheap demolition.** I made a separate presentation about it ("Demolition"). Shortly, you can't harass with this 0 armor creep, it has low damage stun ability (75 dmg) but it has base attack damage type and high base damage which means you hit structures more than almost any other creep excluding siege units. I hope it might become a new meta one day to take 2 Mud Golems at minute 5 and push with them.



Holy Persuasion bonus is level 2, damage per second



All numbers are after reductions. A siege deals 60 damage every 3 seconds = **20** dmg/sec. A Mud Golem deals 19 damage and attacks every 1,35 seconds = **14** dmg/sec. Lane creeps attack every second so the numbers are already shown.

As seen on the left picture each Mud Golem persuaded with Holy Persuasion level 2 deals **14 tower damage** i.e you have **28 damage** per hit of two Golems. In a separate presentation you can compare all creeps' damage with Mud Golem, he is top-2 creep. What makes it more valuable in case of hitting towers is that the tower deals full damage whilst a siege unit would receive **250%** more damage from a tower.

In other words a single Mud Golem with **800 HP** can soak up **10** tower hits (11 with Buckler) + **3** for each Shard Golem whilst a catapult can soak only **5** hits with **935 HP** (even with Buckler)

Early Only: Mud Golem (2)

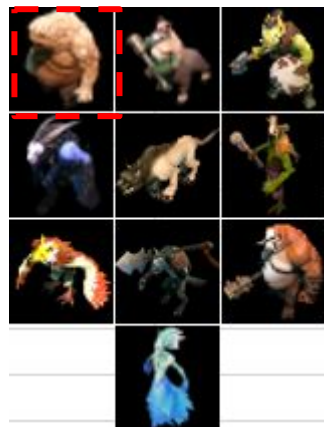
Mud Golems also have **50%** magic resistance and it's harder to outpush them with magic damage abilities (same with **80%** magic resistance siege unit).

2. As for the second usage it's more obvious. I take the creep whenever my team lacks control or reliable stun **to interrupt dangerous abilities like Blackhole, Fiend's Grip and rarely Freezing Field** but it's hard to predict and position your creep well though it's way more reliable than trying to stun with Centaur's close range stun.



Cast range of **800** allows to stun the target from miles away. It **takes 1 second** for the boulder to reach the target (as the projectile travels at a speed of 800).

You wouldn't be able to do that with the Centaur. However, it's rarely useful and especially once Enigma/Bane bought BKB or cast range items the creep becomes completely useless.



Advice: don't use this creep to gank middle like years ago. Doesn't worth the time.

The vision of the creep is the same as the cast range of its boulder ability (800/800)

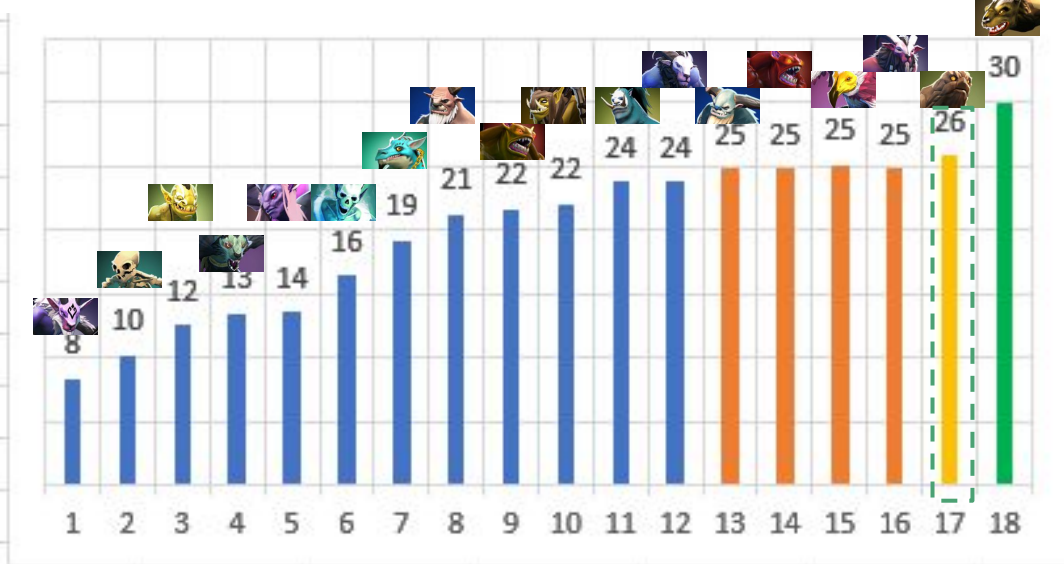
I calculated the damage a creep does **after all reductions** (i.e took into consideration the creep's damage type & tower's armor type and the reduction %), also I took the situation as the Chen is lv17 and creeps have additional +32 dmg.

As seen Alpha Wolf deals the highest amount of damage to a tower with the only disadvantage of his close attack range of **90** making him the first target to be attacked by a tower.

Next to him is, surprisingly, a Mud Golem. I did say many times that the creep is useless but I didn't think of its demolition powers.

I reckon it's worth taking at low levels to push a tower at minute 5 as you might be level 4 (or 5 if everything's perfect) esp. that'd be good if you find an Alpha Wolf. A hit from x2 Mud Golems is almost a hit from the siege creep but way faster: **46** dmg vs **60** after calculations considering a Mud Golem had +24 dmg from Holy Persuasion lvl 3. A siege unit hits every 3 seconds, a Mud Golem hits every 1.35 seconds. Roughly x2 Mud Golems deal **102** dmg within the time period of a single attack of a siege unit with **60** dmg. They also have 50% magic resistance and it's harder for enemies to outpush those guys. They lack armor thus a casual Buckler is a must for an early pushing combo.

What is most shocking is that Ogre Frostmage & Kobold ain't weak and they deal damage more or similar to some "big" creeps but on the long distance they are more useful and easier to find + have less bounty.

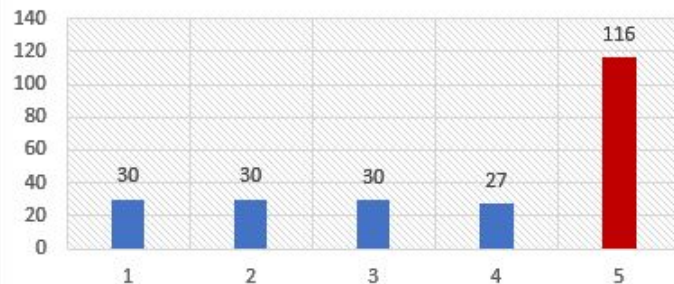


Base defensive aura combo, dmg per 1 hit altogether



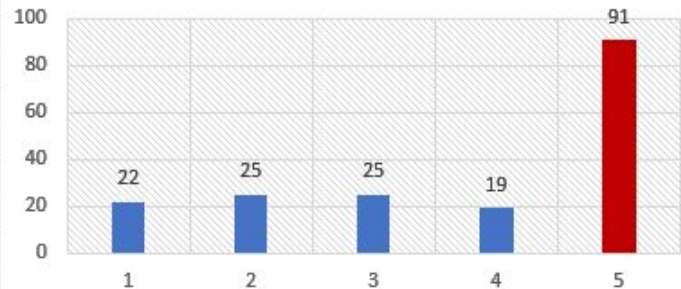
Wildwing + Ogre + Kobold + Potato

Base offensive aura combo, dmg per 1 hit altogether



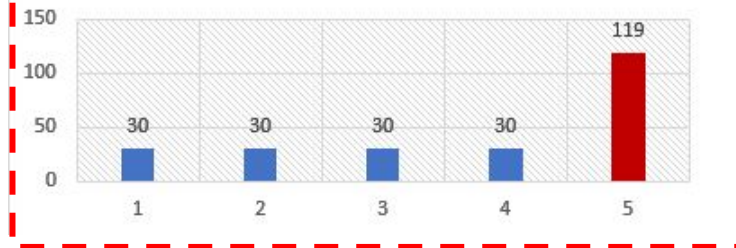
Wildwing + Wolf + Tomato + Ogre

Base semi-aggressive solo kill combo, dmg per 1 hit altogether, no skeletons



Troll + Cent + Tomato + Kobold

Demolition new meta combo, dmg per 1 hit altogether

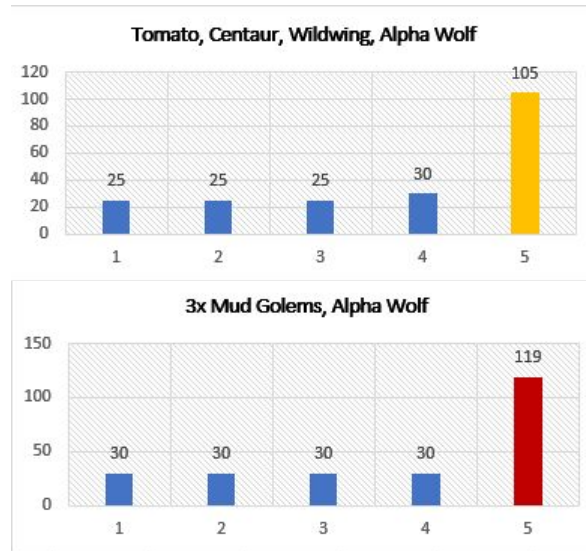


3x Mud Golems + Wolf

Based on that it's clear that **hero** damage type **creeps are not** that **stronger** and even if you take 3 of them (Tomato, Centaur, Wildwing) + Alpha Wolf they won't be as strong as 3 Mud Golems + Alpha Wolf. Sure you have AS aura but you might not find the creep or don't want the aura at all. The reason behind that is hero damage type deal 50% less damage to towers and armor reduces the rest of the damage by 41/48/55% whilst basic units have 20% more damage and if you increase the raw numbers they will be more impactful as showed.

Small creeps also provide better auras as there are only 3 big creeps with impactful auras (Tomato & Potato, Wildwing) compared with insane MS, DMG, manaregen auras and OP armor creep.

As I said before this would be the perfect decision if you are underleveled Chen to take 2 Mud Golems before 5 minute mark and try to push tower with that. Perfect if you have an Ogre or a Wolf as you get rid of Mud Golems' weaknesses - low armor and increase the survivability of lane creeps + siege or increase the damage of everyone by 30%. Literally:



- 1) Alpha Wolf is a must when you push but not essential throughout the game esp. if you play defensively. It also increases the dmg output by a siege by 17 dmg after reductions (77 in total per hit)
- 2) Wildwing Ripper + Ogre are a must in 100% of games. It's better to seek them right after you hit level 5. Scout large and medium allied camps with the courier when its AFK.
- 3) Kobold is preferable in 95% of games. I can find no reason why you should ignore this creep.
- 4) Basically if you even replace an Ogre with, say, a big Satyr - the damage won't be higher. Yet the only reason to take the Satyr is when you play against illusion-based heroes but later about that.



Video representation of Cent + Kobold + Tomato + Troll combo hitting a tower. The combo is a default one to take down single targets solo.

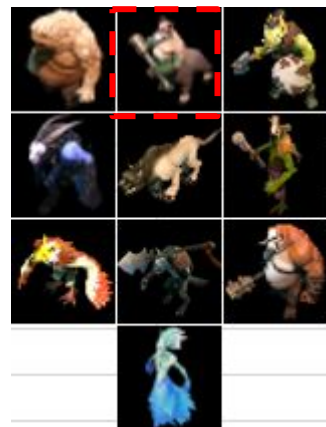
Video representation of 3x Mud Golems + Wolf combo hitting a tower. The combo is a newly theorycrafted meta that can be viable in my opinion.



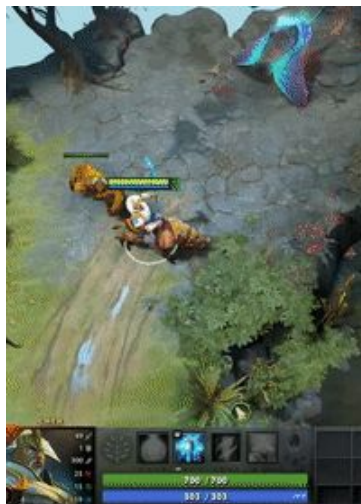
Early Only: Centaur the Courser

BASIC

This creep has the same aura as a Hellbear (Potato one) but can be taken even at level one and sometimes it's useful on the lane that early against Techies as they tend to Blast Off on your ranged creep and 1-2 heroes, get XP, lasthit and leave unpunished. However, if your lane creeps are under effect of Cloak Aura the ranged creep won't die and will have 10% HP left - perfect to deny it. Heroes will also receive less damage. With the help of the Quelling Blade you decrease half of the Techies' impact early game. The main reason to take this creep compared to the same aura-wielder Potato is against Wyvern since creep's damage is low, basic type and it is no threat to you if you are Cursed. Taking it at level 1 is questionable and I did it exclusively against Techies in half of the games.



630 out of 700 HP left



550 out of 700 HP left

I didn't take into consideration Holy Persuasion as the Potato was console-spawned without bonus damage and the Courser was taken with only the first level of Holy Persuasion. In other words it's a rude example and the values are even bigger. Also, usually you are Cursed together with more than 1 creep.

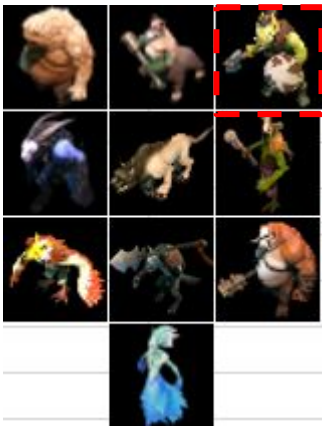


The bottom creep is affected by the aura, the top one isn't.

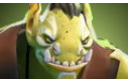
Early Only: Hill Troll Berserker

PIERCE


I wrote about Berserkers earlier and you can take them at level one if other creeps are either not spawned or dead (situation when an enemy pos4 kills useful creeps and leaves useless ones to you) and you need one to harass summons OR stack neutrals for your mid hero (Storm, SF, TA). In the latter case you will be as passive as you can on the lane as you lack useful creeps with abilities and provide only HP regen aura (if you learned it). I must remind you that you should get only this type of a Hill Troll and forget other exists if you decided to get one against summons/sidefarm. Comparison table again:



Once every 1,6 sec.

Armor		1
Magic resistance		0%
Status resistance		0%
Attack damage		28-37
Acquisition range		300
Attack range		500
Base attack time		1.6
Attack animation		0.3+0.3
Projectile speed		1200
Movement speed		270
Follow range		100
Turn rate		0.5
Collision size		24
Vision range		800 (G)
Bounty		20-23
Experience		31

Hill Troll Berserkers

Armor		0
Magic resistance		0%
Status resistance		0%
Attack damage		24-27
Acquisition range		250
Attack range		250
Base attack time		1.35
Attack animation		0.3+0.3
Projectile speed		1200
Movement speed		270
Follow range		100
Turn rate		0.5
Collision size		24
Vision range		800 (G)
Bounty		21-26
Experience		47

Hill Trolls

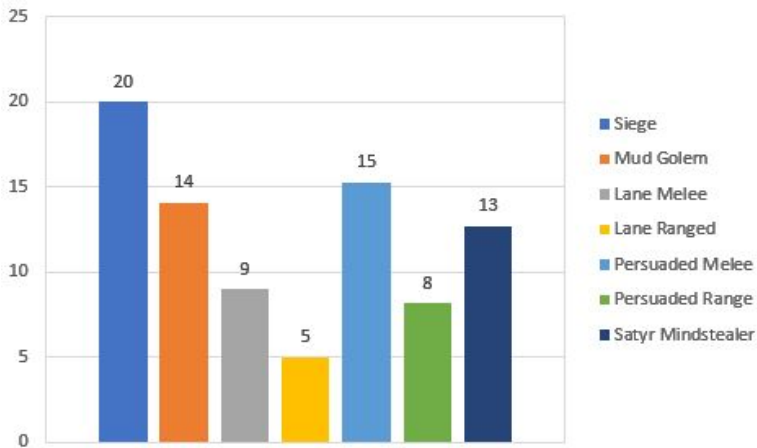
Once every 1,35 sec.

Early Only: Satyr the Mindstealer

BASIC

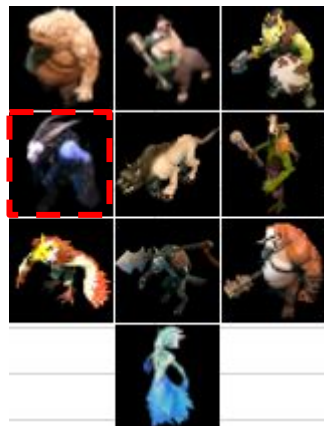
This type of creep is a temporary one as you need it **only** if you can't find anything else or don't have time to leave the lane at all as they spawn on the nearby large camp. Since you can take this creep only since you hit level 3 it's a bit too late but sometimes is a good idea against mana-dependent heroes like Troll/Ursa/Naga/Slark etc. as they don't like mana regen items and don't want to spend gold on mangoes but need spells to spam. Needless to say that 100 mana burn every 18 seconds is not that impressive so I recommend taking 2 of these creeps: you'll burn 200 mana which is more than any mana-burning heroes can do (AM needs ~7 hits, Nyx needs ~2 mana burns average to burn 200 mp).

The manacost is so low that you can spam it off cooldown but as with Harpy the Stormcrafter I suggest casting it behind the trees as enemies will most likely buy Magic Sticks. Cast range of 600 makes it a bit hard.



Holy Persuasion bonus is level 2, damage per second

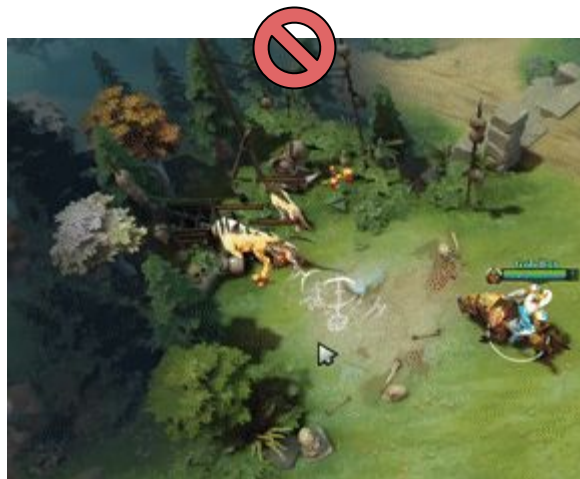
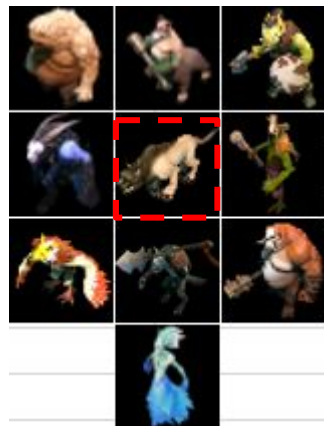
If you've already read about Mud Golems (25-26) or took a look at the "Demolition" presentation you could witness that every basic attack type unit deals quite a fair amount of damage to towers if you add some bonus damage values. This creep is not an exception and deals **17** damage per hit after reductions to towers if persuaded with level 2 Holy Persuasion. So not only you can piss off your enemies as they will most likely have no mana on the lane but deal quite some damage if there is no hard resistance/outpushing powers at **5:00** minute mark when a siege unit spawns.



Early Only: Giant Wolf

PIERCE

Every wolf in the game including Lycan's wolves has 90 attack range (also skeletons) which is slightly less than a default melee range of any unit (100 average). This "slightly less" makes such creeps number 1 target for Rosh or towers which means you have to always keep an eye on the creeps and re-aggro them. It's especially important when you push towers as the moment a tower switches target it will 100% target the most closest unit. I doubt you would take a Giant Wolf with no auras/skills to push towers as they are bad pushers but good to know about the damage type as you can farm with the creep early on. There were some situations where my teammates were extremely fine on their lanes and I had to switch jungling from level 1. In that case I couldn't find any piercing damage creep and chose this wolf. He is the only melee creep with the piercing damage type by the by. It hits hard but as it has close attack range you need to move it back and forth and share damage between it and the hero.

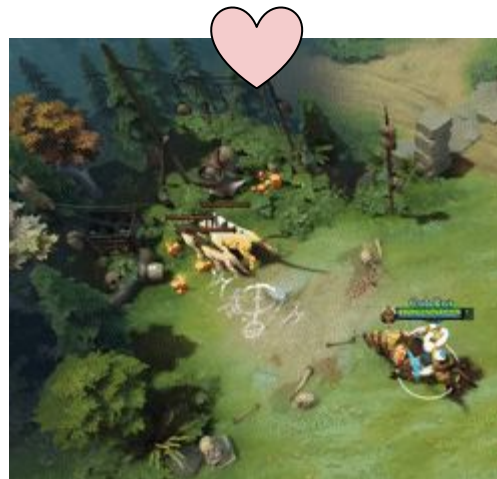


PETA hates you when you farm like this

$$(31+8)*1,5 = 59 \text{ dmg/hit to 0 armor units}$$

dmg + Holy Persuasion 1 + piercing multiplier

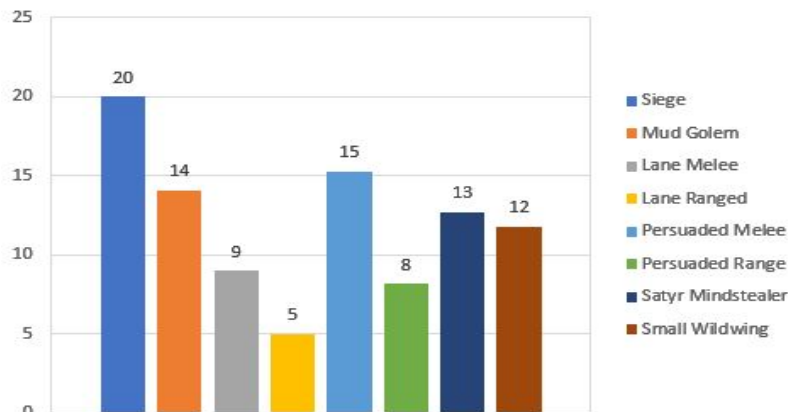
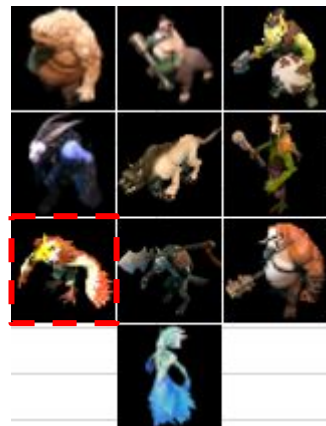
Take care of your creeps, share damage



Early Only: Wildwing

BASIC

I saw many players take the creep on the lane as the small camp was blocked and the large one was nearby giving them only these guys. Players thought it was a good idea to harass with Wildwinglings or tank some damage but it is totally a waste in reality. The only reason to take them is already mentioned pushing potential of a basic damage type creeps if Chen is level 3-4 at minute 5:00 and has strong desire to destroy something with the team. No need to take it to do anything apart from that. Even the said reason is not that good as Mud Golems would be better but it's all about chances and random. You don't know what's in the jungle (hence it's a must to stack on Chen every opportunity). Overall, don't take Wildwings just for the sake of taking something and if you feel lonely.



Holy Persuasion bonus is level 2, damage per second

[00:29.79] Wildwing hits Tower for 15 damage (1800->1785).
[00:31.16] Wildwing hits Tower for 16 damage (1785->1769).
[00:32.53] Wildwing hits Tower for 16 damage (1768->1752).
[00:33.86] Wildwing hits Tower for 15 damage (1752->1737).
[00:35.23] Wildwing hits Tower for 16 damage (1736->1720).

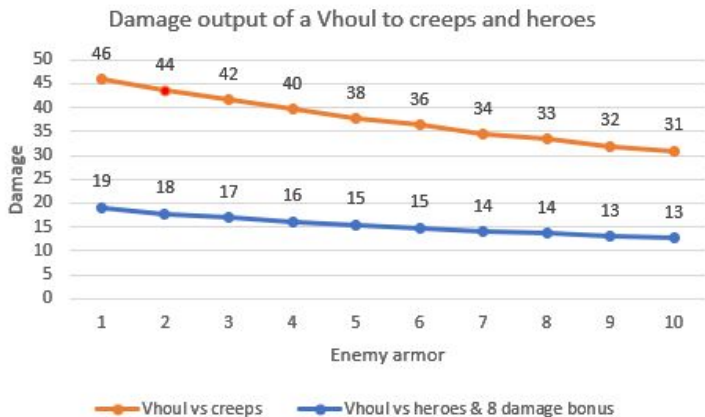
"It's not that big but it's an honest work"; damage per hit

Early Only: Vhoul Assassin

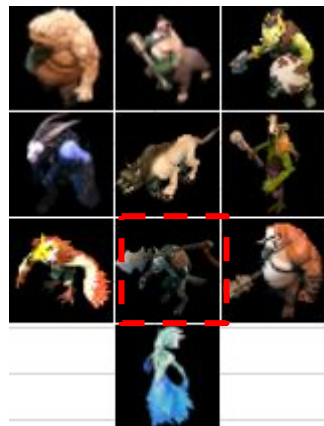
PIERCE

Shortly, this creep is overrated. There are 2 good things about him: **piercing damage type and high base damage** (30-36). Since it's piercing the creep deals **42-49** damage per hit to lane creeps based on armor since ranged creeps have **0** and melee ones have **2**. **Instead of taking this creep to tradehit with enemies better leave them to pull waves as Vhouls deal more damage than any other small camp.** There are some disadvantages that help you realise that it's a bad idea to take the creep to harass opponents.

1. **It has less vision than his attack range.** Its vision is **400/400** at day/night and his attack range is **500** so you can't really attack heroes with this creep separately from Chen as Vhoul can't see shit. Who the hell even designed a creep with vision less than its attack range?
2. **Venomous Weapon is NOT reliable.** Vhoul hits from 500 range away and should apply debuff every 10 seconds but it has 270 base MS, 1 armor and shit attack speed (once every 1.6 sec.). It has higher chances to die to a random spell than repeatedly apply the debuff. Not worth it.



3. The damage of the poison is **HP removal** type so it doesn't dispel Salves/Clarities, doesn't interrupt Blink Daggers etc.
4. The damage is a joke. **2 dm/sec** is less than a base regen of some heroes. It's **not lethal** either.
5. In general it's much more useful to take anything else but this creep & it's only useful to clear the camps to farm.

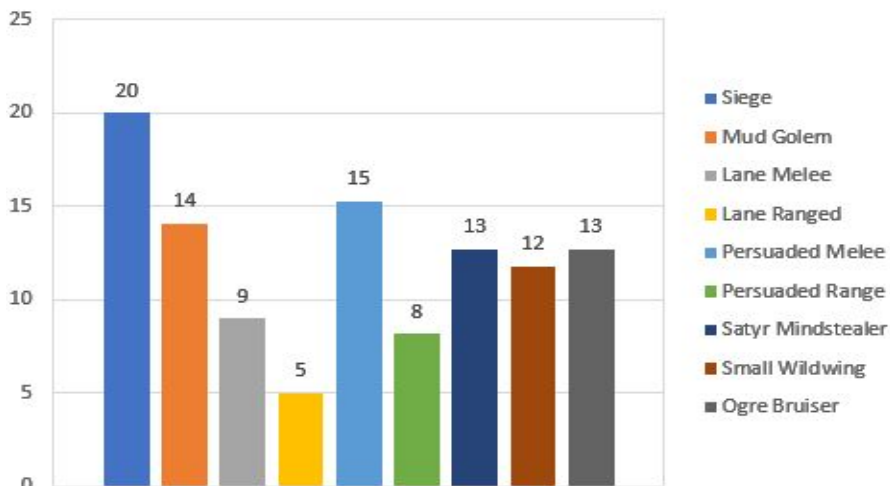
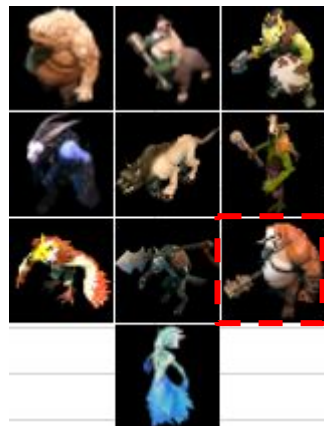


Early Only: Ogre Bruiser

BASIC

These guys as other basic shit creeps are only here for you to push towers at level 3 same as with Mud Golems, small Centaurs and Wildwings. All of said creeps have identical pushing potential though Mud Golems are preferable because of their inner magic resistance and usability since they have at least a spell.

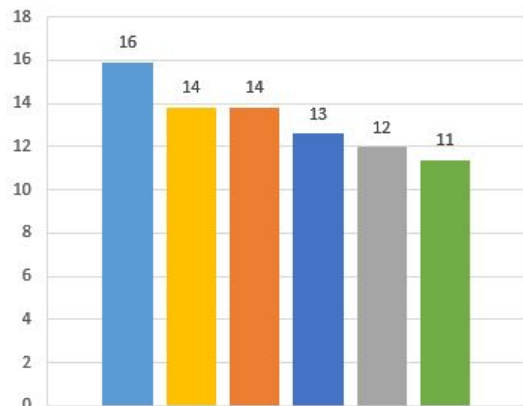
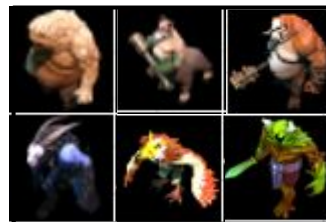
I strongly recommend avoid taking this creep even for demolishing purposes as there are a great deal of other creeps on the map and you will surely find something more useful than an abusive ogre daddy.



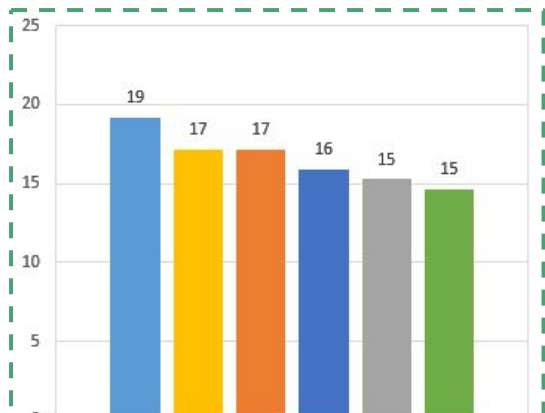
Holy Persuasion bonus is level 2, damage per second

As there is nothing more to say about the creep here's some trivia. This creep has no manapool at all but surprisingly in **7.00** update Valve added him and almost all other creeps **1.0** mp/sec regeneration. Who knows maybe he might see an update where he gets a skill?

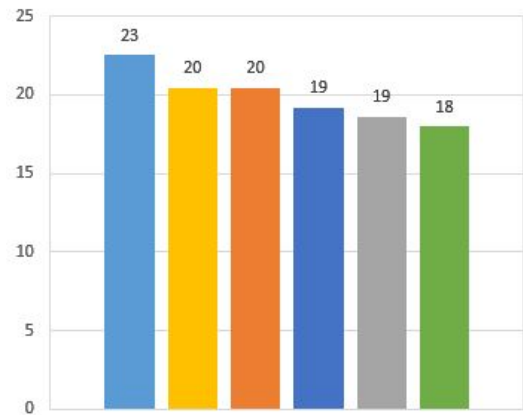
Early Only: Shit Basic Creeps Comparison



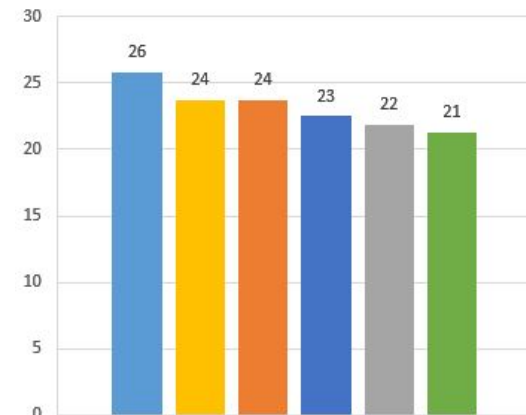
Holy Persuasion 1



Holy Persuasion 2



Holy Persuasion 3



Holy Persuasion 4

- Mud Golem
- Ogre Bruiser
- Satyr Mindstealer
- Small Wildwing
- Lane Melee
- Small Centaur

As you can see it doesn't matter what creep you decide to take at levels 2 to 4 of Holy Persuasion as the damage varies a little **but** at every level a Mud Golem is preferable anyway. Hardly ever someone would take any of these creeps at level 7 to push but who knows? I'd love to see 3 Mud Golems + Alpha Wolf in a tournament game, huh.

It's more useful to know about creeps taken with Holy Persuasion lvl 2 as it's the most often situation with Chen - he can't take decent creeps and is left with some garbage. This garbage can be useful as a suicide squad to attack a tower dealing some damage to it. It doesn't matter what basic creep you take at lvl 3, the only difference is XP/gold bounty to enemies. Yet again though: a Mud Golem is always better.

Early Only: Ghost

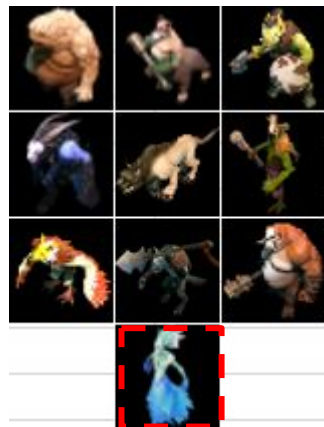
PIERCE

My love. This creep feels as satisfying as if you found a Harpy or an Ogre Frostmage. It hits like a truck (**45-50**), it slows (**25%**), it has the highest attack speed sharing top-1 with lane creeps (170) and basically you can even farm ancients with this creep even at level 1 due its high base damage and piercing damage type. It attacks every second and its slow lasts for **1.5** seconds hence you have 0.5 seconds window between attacks. There is nothing really interesting about this creep apart from that you can farm really-really fast especially if you have 2 of them but you have to remember:

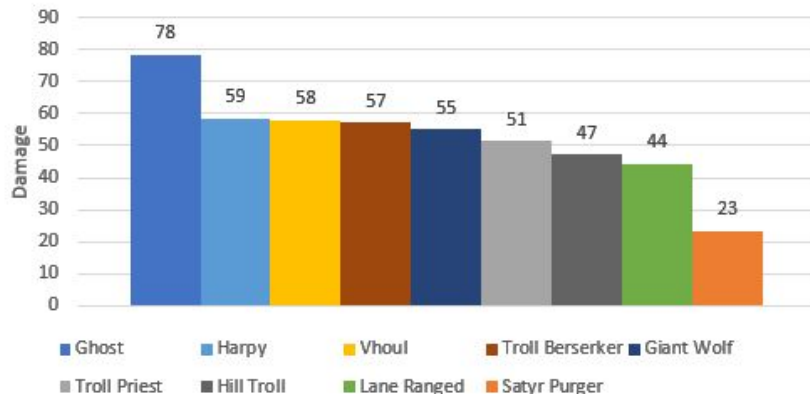
1. Attack range of the creep is **400**, Chen's is **650** so you gotta move forth with Chen and move back with a Ghost. In other words tank damage with the hero, you don't need this creep to lose HP like that.
2. The creep is perfect against summons as well as other piercing creeps but **if enemies ignore heroes on the lane and hit only your Ghost (or other creep) aggressively - you better move it slightly back and use it more defensively (e.g deny creeps).** At level 1 of Holy Persuasion it deals **74-78** damage per hit after reductions to 0 and 2 armor targets respectively.
3. Combination with Ogre Frostmage at level 3 slows by 50% but requires enemies to hit armored target. Super strong though if it happens.

Slows attack speed as well.

Comparison between piercing damage type creeps you can take at level 1 (literally any of them) and the damage behind them. Damage is calculated as if an enemy had 0 armor.

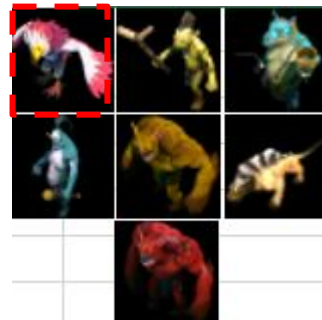


Piercing damage creeps at level 1



Early-to-Late Impact: Wildwing Ripper

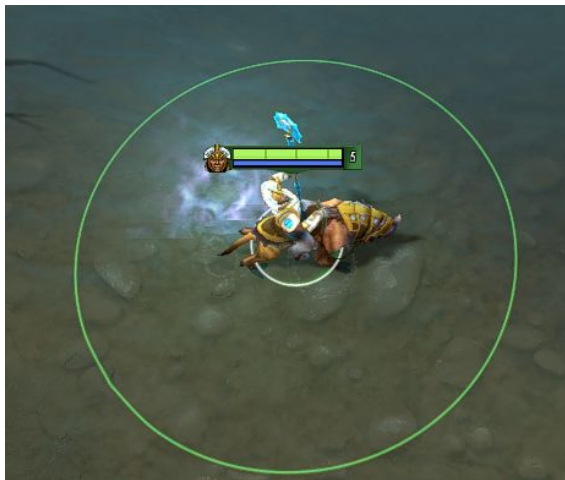
HERO



This is the creep you must take in **EVERY GAME** as it gives everything you could have imagined. Buckler doesn't work on lane creeps since some patch half a year ago but Wildwing's aura does. **+3** armor ain't a joke and it's an aura so it works not only for your fragile catapult or lane creeps but gives armor to every hero in 1200 AoE making them more stronger to physical damage. Combine it with Buckler, Ice Armor, Greaves, Vlads what you usually have in mid-late game and you will have **13** armor for every Ice Armored unit. Not only it's a superior creep because of its armor but a multifunctional Tornado ability which lacks description details.

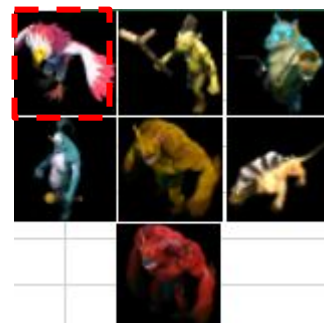
1. Tornado gives 300/300 flying vision which makes it a perfect dewarding tool as you wouldn't need to place sentry atop of hill if you have no uphill-checking spells like AA's Ice Vortex or flying courier nearby.

*This is how 300/300 AoE looks like. Imagine it's not Chen but Tornado.
It is the vision radius.
Min-max damage radiuses are different.*



Early-to-Late Impact: Wildwing Ripper (2)

2. It sticks to the target your pressed right click onto (or default move hotkey) till it loses vision. It chases them like a shark with its 125 MS (can't be increased in any way). Using Tornado is a must in every teamfight as it slows AS/MS by 15% for as long as it lasts. You either press rightclick on any enemy and forget about the creep or use “**Patrol**” hotkey if you are to:



a) Push highground.

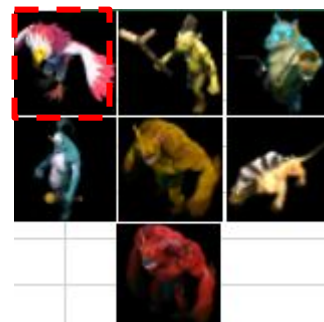
You need to position the creep the way to cover the enemy tower with the aura and be in a safe spot (only spells like Fissure could interrupt the creep there or damage it somehow). AND use the tornado to the left or right side of the tower with the patrol hotkey (2 spots are enough) as it automatically moves up & down and prevents possible initiations with Blink. The damage AoE is 600 and it's so uncomfortable for enemies to keep an eye on Tornado and change positions just to find a possible spot without taking any damage.

This is an estimated max AoE the Tornado deals damage in this exact spot and it's moving. Try to find a spot to blink from :D



Early-to-Late Impact: Wildwing Ripper (3)

b) When you fight for Rosh/defend Rosh or prepare to fight around Rosh. Not only Tornado would give vision inside the Rosh pit for 40 seconds (the full duration) but damage both Rosh and enemy heroes there and also slows them all down and prevent blinking towards you or away from you. If you with the team decided to kill Rosh - use the creep to give aura OUTSIDE of the pit (don't attack Rosh) and use Tornado to scout or cover the blind spots with enough-to-Blink-distance areas. If there are no enemies incoming and will be - still don't hit Rosh but Tornado him instead. That'll slow his AS a bit.



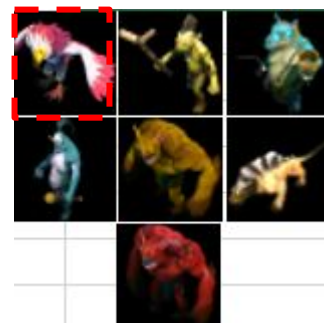
Wildwing in the safe spot uphill, scouts the needed area and makes enemy angry as they know that you see them. The will most likely refuse to attack Rosh after that.



Wildwing in the safe spot outside the Roshpit, it doesn't attack Rosh either as you need the creep safe and sound. Tornado covers the blind spot to the right and don't let enemies initiate from that angle. North side can be covered with patrolling aura-wielders creep.

Early-to-Late Impact: Wildwing Ripper (4)

c) When you push outer towers (t1-t2). Early towers are known that they are surrounded by countless trees that hide potential enemy TPs. You might not know that an ES bought Dagger and is about to blink into your team after the TP. Using Tornado when pushing allows not only will break his dagger but you will see that potential and crucial TP in the first place. Again - use the creep itself to cover the allied lane creeps and heroes with the aura and move the Tornado to the needed spot.



Tier-1 middle tower



Tier-1 bot tower

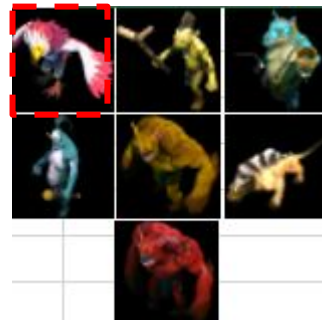


Tier-1 top tower

The spots are just examples, there are far more spots to position Tornado at

Early-to-Late Impact: Wildwing Ripper (5)

d) When you play against Phantom Lancer or Naga Siren. You heard that right. Not only the creep gives a little bit more armor for you to sustain again physical damage illusions, slows and damages them but marks the real hero... Yep, if you press M (or whatever default hotkey for “move” command you have) or **rightclick with Tornado on the real PL at first it will follow the real hero until Tornado loses vision.**



In case the Tornado loses vision of the target - it will move to the last seen spot of the targeted hero and if the hero appears again - it will automatically follow it again.

I'm not sure whether it's a bug or not but it's overpowered as fuck. Fuck PL pickers honestly.

A Tornado follows at a distance of 100 so if your target stays still the damage always will be the highest possible (in case the Tornado reached the target)

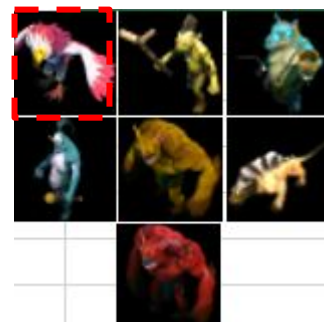
Not only it's good to track real PL/Naga but it's good to do amidst the teamfight as Tornado is not a useless spell and teamfights are usually quite long.

*Having a separate **hotkey** for a Tornado unit **is required** as you save seconds of time and avoid clicking on that tiny pixel on the ground.*

Early-to-Late Impact: Wildwing Ripper (6)

3. The damage is huge. Damage is dealt in 0.25 intervals so you have 4 instances in a second. There are 2 different areas of effect a Tornado deals damage within. The first one is 0 to 150 AoE - the damage that close will be 11.25 per instance or 45 per second. The second one is 151 to 600 AoE - the damage that far will be 3.75 per instance or 15 per second. The duration of Tornado is 40 seconds so the total damage would be 603 to 1811 based on the distance. Enemies won't stay frozen for 40 seconds so this knowledge will only help farming stacks (even ancients) or damage stunned target. The thing here is that multiple Tornadoes STACK with each other so in one moment if you are lucky you can deal up to 180 damage per second close to the target. The slow doesn't stack though. Again - it's not that better than having a good combination of creeps but it's funny and early on it's very painful to step onto 4 Tornadoes at once. Worth a try.

It doesn't aggro neutrals as well as the damage source is from invulnerable Tornado, not Wildwing Ripper itself.



3x speed



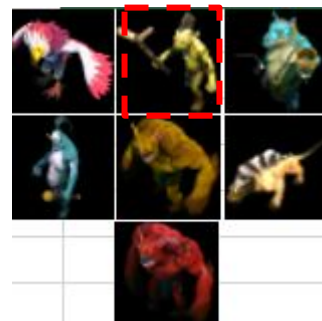
Normal speed





Early-to-Late Impact: Hill Troll Priest

PIERCE



This creep will surely see a nerf patch as the current numbers are beyond balance and I rate Troll Priest as an S-tier creep as it helps not only in the early game but can be (sometimes) useful in the late game as well. The logic behind that is that every hero needs mana and some of them are mana-dependent core heroes that don't usually buy mana/int items and rely on clarities alone and having some mana replenishing aura between fights/rotations would be really good to have. This creeps alone is better than CM with maxed aura.





RESTORES 2.5 MP/SEC
OR 150 MANA PER 1 MIN

AOE: 1200
STACKS WITH OTHER MANA
REGEN ITEMS




RESTORES 0.5 / 1 / 1.5 / 2 MP/SEC
OR 30 / 60 / 90 / 120 MANA PER 1 MIN

AOE: GLOBAL
STACKS WITH OTHER MANA
REGEN ITEMS

COMPARE: ARCANES BOOTS RESTORE 160 MANA
EACH 55 SECONDS WHICH ROUGHLY MEANS 2.9 MP/SEC.

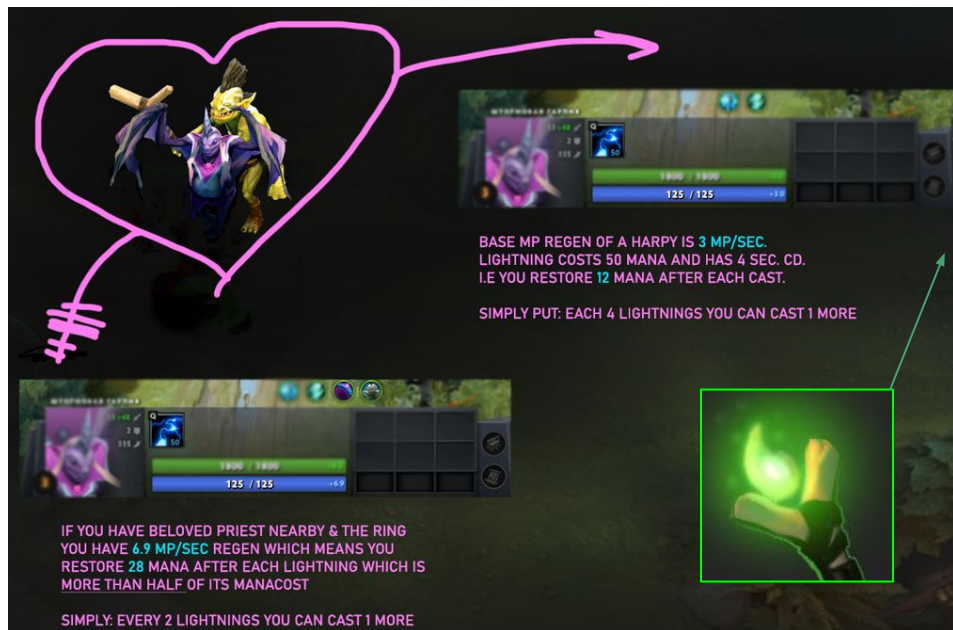
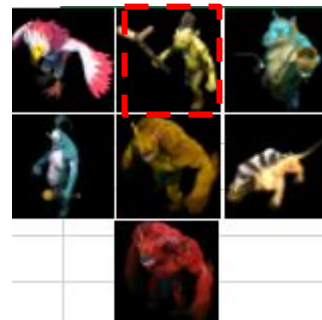
AN ITEM, 1400 GOLD WORTH.



1. You are always wandering between lanes and your creeps and most of the heroes are mana-thirsty so you have to carry a mana-regen item like Ring of Basilius or this creep in the early game. It saves lots of clarities the first 20 minutes and you don't need Arcane Boots at all (if you won't go for Greaves of course)

Early-to-Late Impact: Hill Troll Priest (2)

2. This being said there's the best combo in the early game which will make your enemies leave the game: the Harpy and the Priest. Harpy the Stormcrafter has inner 3 mp/sec regeneration, Priest gives another 2.5 mp/sec. I suggest going Ring of Basilius as soon as possible if you find the Harpy: either at level 1 or if you already have the Priest at your disposal. Infinite mana and infinite nuke damage at level 3. Worth mentioning once again that you also have 1800/1800 day/night time vision because of the harpy & infinite regen because of the Troll & Headdress.



3. As for heal. The Troll heals a unit by 15 HP per cast (0.5 sec. CD) which is 30 HP every second. This skill IS amplified by Divine Favor so it's a bit more juicy (with level 4 of Divine Favor you restore 18-ish hp instead of 15 but that's unnecessary). You don't need to cast it every 0.5 sec. Just press Q or whatever the hotkey is and forget about the creep - it will follow the target until it's full HP. I suggest controlling it every time though because the cast range is 350 and the creep is often vulnerable. Position it in the trees so it won't be damaged. If it is - just cast Q on itself and he'll recover pretty quickly. Don't toggle autocast at any cost. If it's on the creep will heal the nearest unit starting from itself until fully healed and a teensy damage projectile will make it heal itself again and again. Secondly, as it chooses the closest target it's unlikely the closest one will be the hero, usually it's a lane creep. Third is that the creep will always change position in his endeavour to heal someone.

Early-to-Late Impact: Hill Troll Priest (3)

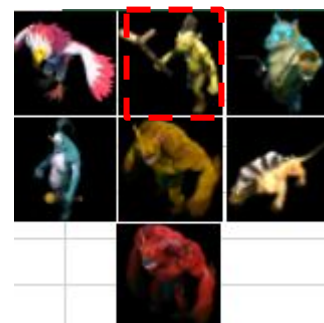
4. Overall you need the creep only because of its aura, not regen ability or damage potential. The heal is just a neat bonus for the OP mana aura. Don't attack heroes with the Priest either as the damage is low, it has no armor and its attack speed is very shit (94). Good positioning early on is a must.



This is bad positioning as the creep is vulnerable from many angles and you are trying to hit creeps/heroes. What for?



This is decent positioning as the creep is safe, the aura range (1200) will hit both Chen and his ally. Later when the lane progresses you are to move the creep next to the trees.



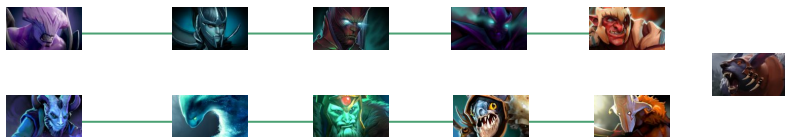
If you or your ally are damaged you can cast Q on you/ally and then move the creep in a safe zone again. Don't let it follow the hero until full HP as it will move out of good position. If the creep is somehow damaged - move it to a safe zone and press Q on it as well and let it chill there. Same for another creep you have at level 3 (e.g a Harpy). The heal is basically free so use it wisely every time.

Early-to-Late Impact: Hill Troll Priest (4)

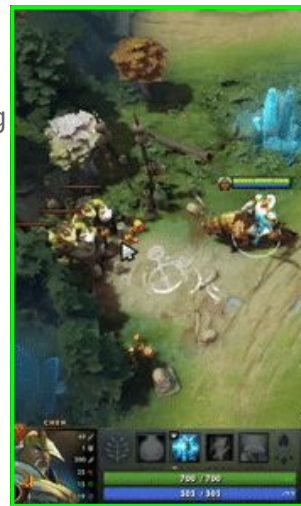
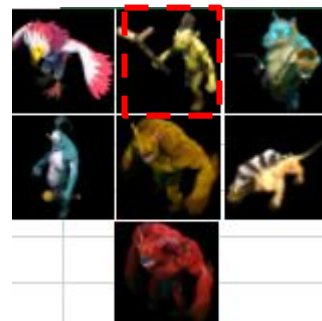
5. As said - don't attack with the creep but you will need it to clear the rest trolls when you first persuade the Priest. As it has piercing damage type you will clear the camps easily but there are 2 things:

- A. Don't tank with the creep because it's very fragile and pretty sure there is a pos4 enemy hero somewhere nearby as well that can finish off your creep.
- B. Use heal between creep's attacks on Chen when you tank damage with the hero. As the interval is 1.8 seconds you have enough time to heal until the attack "resets". It saves some HP before you come back on the lane again. Clearing the rest of the creeps after you persuade one is a must.

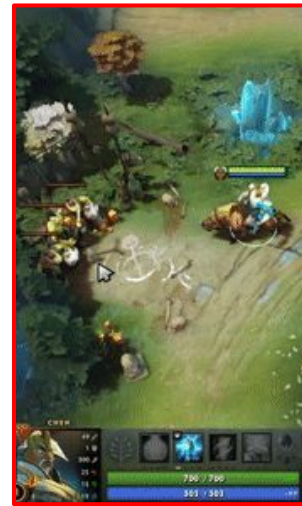
In general it will only be useful when you first persuade the creep in terms of economy of starting HP and early consumables. Later in the game I doubt you'd ever need to use Heal on someone. Only when your creeps are waiting for something or staying still. As an example I'd say you could heal damaged units before Rosh fight if you feel there will be one or when you rotate between lanes. As for the Mana Aura in the mid-late game most of the hard core heroes are mana thirsty and the creep will save dozens of clarities:



Don't forget the creep is slow as hell: 290 (without Holy Persuasion bonus) and it can't follow someone faster when you press Q.



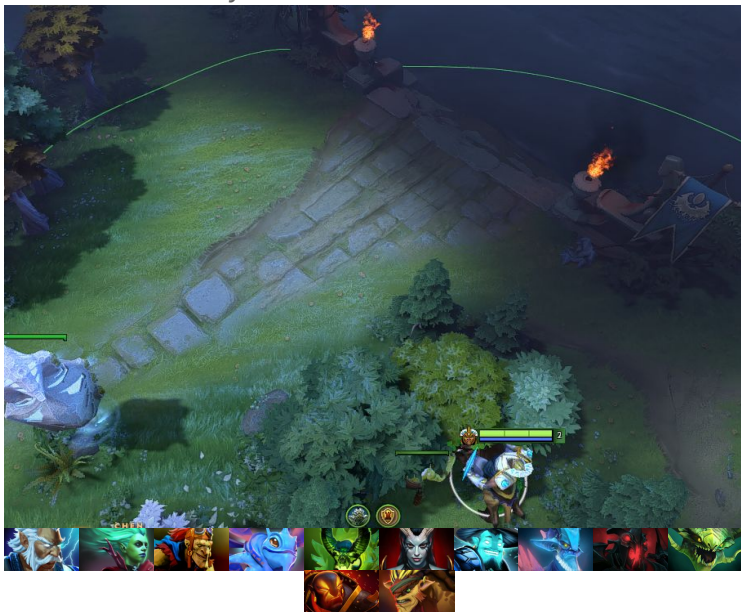
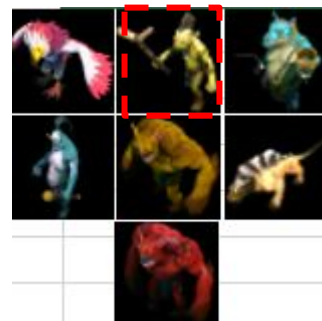
Heal used between attacks



No healing used

Early-to-Late Impact: Hill Troll Priest (5)

6. Not only you give mana to your hard cores throughout the game as they lack mana regen items and have small manapool in general but you can use it at level 1 to help some mid heroes with nukes if the creep can't be helpful on your lane. For instance, you have Storm Spirit on mid and Monkey King bottom. MK doesn't need mana that much at this point as he can't spam his Q/W early on but Storm does and it would be wise to place a creep there to give him 2.5 juicy mana per second. The best position would be behind tree near the tower and don't you dare touching the creep at all. Think of it as an item/aura only.



It's **6000** units from mid to any side lane and **9000** units from base to mid. Assuming average movement speed with Boots in the early game is **350** MS, it takes: **17** seconds to go from bot/top to mid or vice versa and **26** from/to base. If you had Troll Priest nearby you would restore **43** mana



by simply walking from mid to a sidelane and **65** mana from base to mid distance. You are restoring **50** mana without any mana items in half a minute **FOR FREE**. Ain't it imbalanced?

You save gold to your team and you replace a potential Bottle if you move the creep at level 1 to your mid hero.

Just some popular mid heroes I'd move the Priest to if I had a chance.

Early-to-Late Impact: Kobold the Foreman

BASIC

Shortly this creep is insane as it's free Boots for everyone in your team, your controlled **and** lane creeps. Movement speed is one of a few basic needs every unit on the map have and the Kobold fulfills one of them. It's a must have creep in 95% of the games as it allows to chase, escape, rotate between lanes 12% faster. It allows you to skip Boots completely if you have no reason to buy Arcane Boots (against Wex Invoker, for instance) or Greaves (against Silencer or any silence ability that hit you 100% every time). It's also extremely good with activated Drums and serves the same purpose as Centaur's Stampede ultimate - i.e escape big static spells like Supernova or chase retreating enemies. Below is the table of how much impactful the creep throughout the game is. As the aura stacks with other movement speed abilities or items it makes it top-tier creep without a doubt.

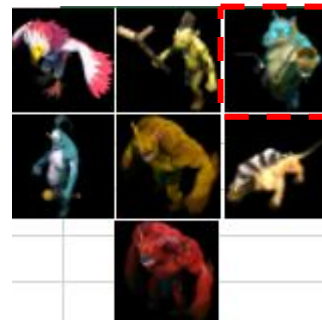


335+40	330+40	325+39	320+38	315+38	310+37	305+36	300+36	295+35	290+35	285+34
280+34	275+33	+45		+20						

Speed Aura gives **33-40 MS** to heroes based on their starting movement speed and 32-42 MS to neutral creeps without taking into account Holy Persuasion bonus movement speed (which means creeps will be even faster)

Early-to-Late Impact: Kobold the Foreman (2)

Sometimes you find the creep at level one and there are some situations where you can use it to your advantage. As many other low level neutrals you are not supposed to hit enemy heroes with them but used in a different way instead. In this case Kobold the Foreman is used as a blocking unit. Again, when you chase an enemy you predict the moves and block the enemy hero with the Kobold while rightclicking with Chen. Kobold has the same collision size of 24 as almost all heroes (except MK, PL, Naga, Lycan) and it's easy to bodyblock with it if you compare it to a ranged creep for instance. Actually, ALL neutrals have the same 24 collision size and it's good to block it, it's just way harder if you try it with a ranged.



It's really easy to bodyblock with the Kobold as he has the highest MS than 99% of heroes even with Boots - 380 MS. To attack retreating targets would be a m

Melee creep should have the collision size of 16 but it has 32 instead i.e it's one the fattest unit in the game at this point. All units with **DOTA_HULL_SIZE_REGULAR** have the same 32 though it's stated that they should have 16. Not sure whether it's an old bug or they shadowchanged hulls sizes.

Here's difference between different collision sizes: ranged creep has the smallest of 8, the hero and the Kobold have the same of 24 and the melee here is bugged/shadowchanged with 32.

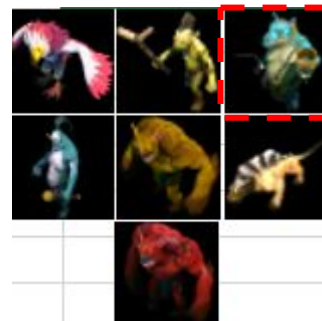


(Super, Mega) Melee Creeps, Serpent Ward, (Greater) Treants, Forged Spirit, Familiar, Death Ward, Necro (melee), Tombstone, Siege, Ice Spire

Early-to-Late Impact: Kobold the Foreman (2)

There are not so many things you can do sitting your ass on the base and there are gaps where you can send off your creeps to other lanes to push waves. Though it's rarely the case with the help of this creep you can push lanes faster as it gives increased MS to the entire wave.

Usually you send the whole pack of neutrals to a particular lane but sometimes you can spread them as 2 groups on 2 lanes, one of them containing Kobold the Foreman to help creeps come to the enemy



tower faster.

This is not a magic pill to solve the stuck-in-the-base problem but it something you can do while doing nothing and it saves more seconds the bigger the distance. Below you can see the difference between the standard lane speed and 12% increased with Kobold. If it's a side lane from tier-3 tower to tier-1 (early game) creeps get to the lane 2.5 seconds faster and if it's tier-3 tower to tier-3 enemy tower (mid or late game) creeps come to the latter 5.5 seconds faster. It's not that big but it's something. The hard part is that you need to focus on the Kobold, have the map awareness, control other creeps & the hero, think about wards and other things as you are a multifunctional machine. Once the creeps get to the tower you are to meet other lane creeps on the way back again & again.

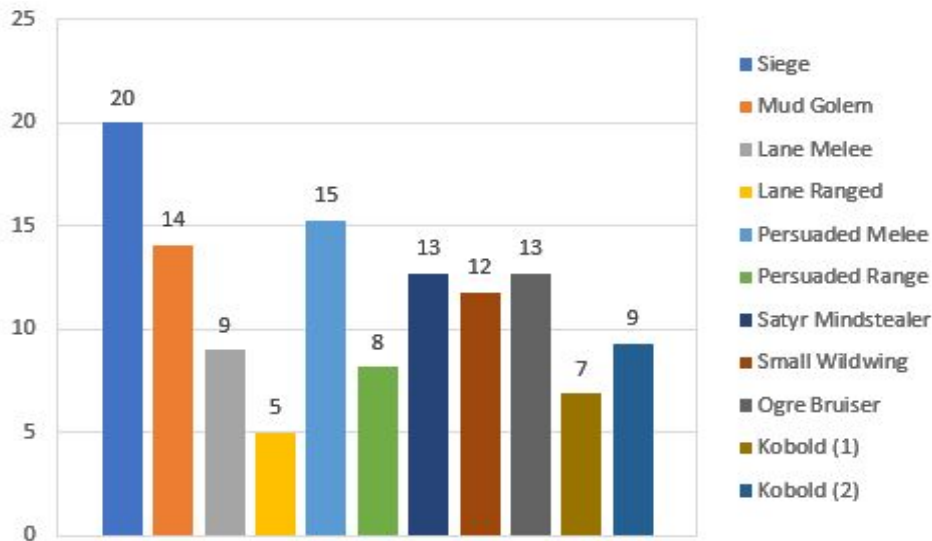


Early-to-Late Impact: Kobold the Foreman (3)

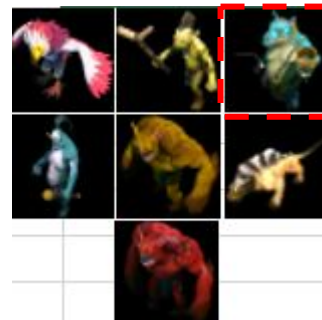
Though it looks like this creep is weak due to its **14-15** attack damage it is not in reality as the damage type is basic and you get 8/16/24/32 bonus damage from Holy Persuasion. Even with the first level of Holy Persuasion the Kobold deals the same amount of damage as a melee creep does and it's decent at this point because we didn't take this creep as a main source of tower damage anyway. It is just a neat bonus detail that it deals and will deal even bigger numbers the more the game progresses. Not only it's a superior creep to have in most of the games but it's good to know that you have the same tower

damage potential as any big creep.

It's also known that this creep taken with Helm of the Dominator breaks the maximum MS cap of Wisp with Tether resulting with Io moving at a speed of 590 instead of standard maximum of 550.



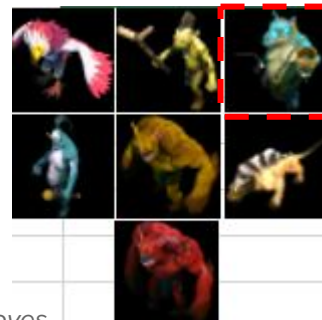
Holy Persuasion bonus is level 2. Kobold (1) corresponds to creep taken with Holy Persuasion level 1 and (2) - as taken with level 2 accordingly. Shown as DPS.



Io is tethered to allied HotD dominated Kobold. The aura and Tether works the same which results in Io having more than a standard 550 MS. It is **not** a bug.

Early-to-Late Impact: Kobold the Foreman (4)

If you have the bad game and can't or couldn't get any good creep and only found this Kobold at level 1 you can still use it as a said bodyblocking unit. It's especially good with heroes that rely on high MS to be more effective at hitting/killing enemies such as Ursa, Slark, MK even at low levels as it gives them free Boots of Speed that they need but don't like to buy as the first item. Losing this creep that early won't be a tragedy either.



Top Ursa is affected by Speed Aura and the more it moves - the clearer it is that it has advantage over the bottom Ursa that has no movement speed buffs as the first Ursa reaches both points of the line first with a split second advantage. It might not seem really fast but the distance shown on the gif is not big either. It's will feel essential when we speak about longer distances or take the whole lane in particular as I've already written.

*Chen here has **300 MS**, DP - **335** which is the same as if Chen was affected by Speed Aura. DP is always ahead of Chen obviously.*



Early-to-Late Impact: Ogre Frostmage

BASIC

Same as the Hill Troll Priest this creep will see major nerfs as well. It has already been nerfed 2 consecutive patches in a row but overall it's still **the most overpowered neutral creep** in the game throughout the game stages and I'm 100% sure that it will be nerfed once again in the future. The reasons are: it gives Medallion amount of armor to a target for 45 seconds and Skadi-like effect if the target is attacked both by melee and ranged units. There are a few tips & tricks with this creep as well adding to that but I'll start with the early game moves.

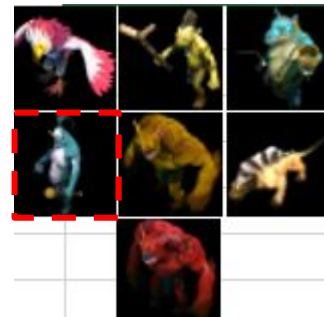
1. Basically you are to scout the camps with the courier after the horn sound (i.e **00:00** at the timer). It takes a courier **21 s.** to get to the medium spot behind t1 & t2 towers, **6 s.** to move to the said camp, then another **6** to move to the medium camp nearby. If you play as Radiant, for instance.



*Preparing the courier to get into position soon. **You don't need to move** it here **before the horn** as there is enough time to position the courier. Wait for the bounties to buy something like a sentry, then move it.*



*Checking 2 medium camps one after another. It's important to check them **both** even if you found an Ogre at one of them already.*

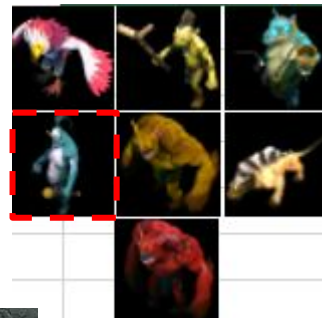


You can either start with the mid t1 medium camp or with the medium camp below as shown on the GIF. Starting with the top camp is more time efficient, starting with the bottom camp is more safe.

Also, it's better to move the courier close to the tower after the horn to avoid it getting sniped.

Early-to-Late Impact: Ogre Frostmage (2)

As for Dire it's a little bit different as you are to check the mid small camp with the courier as well (as you'd need a stolen ranged creep to check enemy small mid camp. It takes a courier **23 s.** to get to the medium spot in front of a t2 tower, **5 s.** to move to the said camp, then **10** seconds to check the next medium camp and another **17** seconds to check the small camp.



Again, you don't need to move your courier before the horn as it takes less than half a minute for it to position itself behind the camp so you have enough time. As opposed to Radiant, Dire's tier-2 tower is much safer place and the medium camp is way closer than at Radiant's.



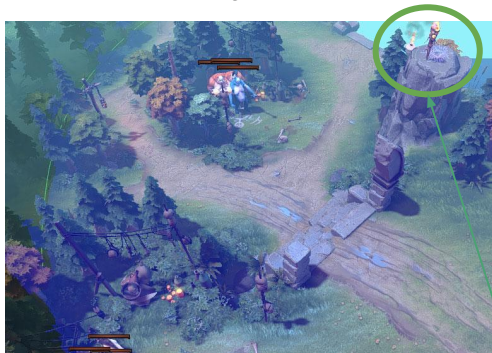
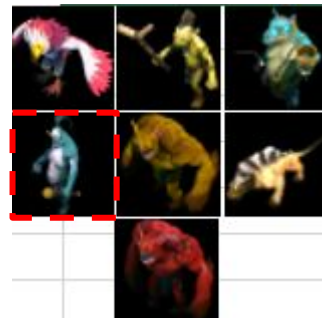
The only disadvantage of playing position 5 Chen on Dire is that it takes longer to get back to the lane and if you found the Ogre at top tier-2 tower it's even longer to buff your mid hero and come back to the lane.

Note that this is **7.15** map layout and some things (camps, shrines etc.) are a bit different, the sizes however are accurate.

Early-to-Late Impact: Ogre Frostmage (3)

Same as Dire but you are to check 2 medium camps and after that check the small mid camp as well. All three one after another with the help of the courier.

As Radiant you don't have to check those 2 medium camp if you or your mid hero placed ward right on the ward cliff on the bottom power-up. As Dire you still check them with the courier though as the cliff ward covers only 1 spot which is the furthest. That's another topic of discussion so later about that.



Right when you found the creep you are to buff your mid hero before you leave this camp and get back to the lane. You should always remember of doing this as you are near the mid anyway, why not armor your hero and make them much stronger? It takes a bit more time to get to the mid lane if you found Ogre Frostmage at the bottom medium camp but is still very effective. Even if the creep stays there for too long for whatever reason you can always recall it back wasting only **90** mana.

*This is a perfect **Radiant** ward for you as it gives vision over 2 medium camps at once + the bottom rune.*

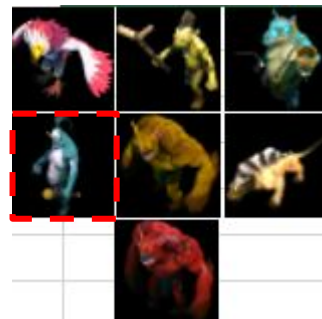


*This is a meh **Dire** ward for you as it gives vision over 1 medium camp only + the top rune. It might be good for your mid hero but not superior for you. There is a better spot in this case.*



Early-to-Late Impact: Ogre Frostmage (4)

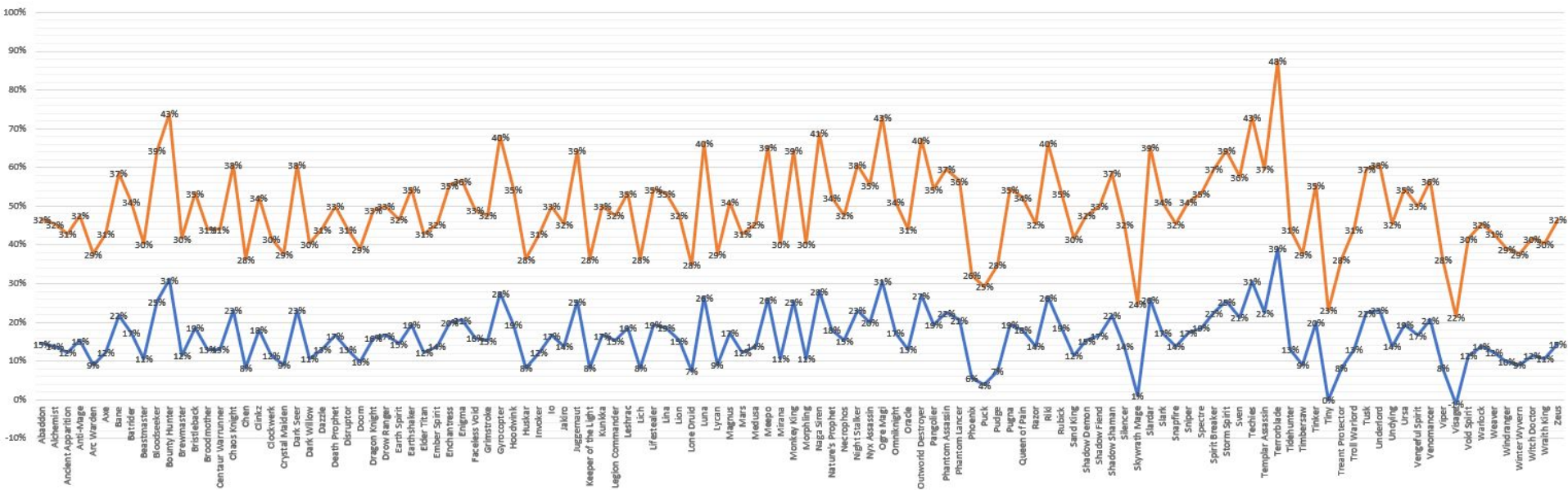
There is a perfect spot if you play position 4 Chen as Radiant and rely on chances of getting the Ogre. Two allied medium camps are in the main forest and they are way too far. Two enemy medium camps are not so far though and you can save plenty of time if you placed a ward there before the **1:00** spawn. It also gives important vision equals information of the enemy mid hero movements first 7-8 minutes. The only problem is that you need to cut down the exact tree either with the help of a Quelling Blade or sacrifice a Tango & get to this place undetected.



The needed tree is already cut.

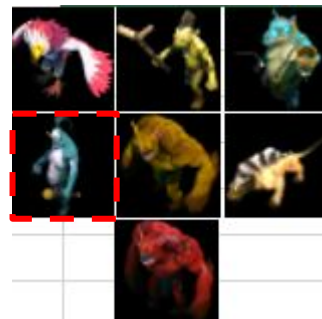
Early-to-Late Impact: Ogre Frostmage (5)

The blue lines represent the percentage reduction of physical damage of a hero at level 1 (including values from agi), the orange lines are the physical reduction numbers after a hero got buffed with Ice Armor. It's clear that even the weakest unit (Visage) receives minimum of **21%** damage reduction after the buff. Overall the buff makes most of the heroes 1/4 stronger in terms of physical damage reduction.



Early-to-Late Impact: Ogre Frostmage (6)

2. You should buff your lane creeps as soon as you decide to push lanes starting with 5:00 minute mark as a siege spawns. It makes towers, enemy heroes and creeps harder to kill your creeps physically so it basically prolongs their lifetime = your siege deals more damage to a tower



5 tower hits



7 tower hits



4 tower hits

Attack time = $BAT / ((Base\ Attack\ Speed + IAS) \times 0.01)$
where $BAT = 0.9$, Base Attack Speed = 110 or 85 if slowed



6 tower hits



9 tower hits



5 tower hit

The tower in this case hits slower so creeps survive even longer

Not only it makes your creeps harder to kill but **it slows towers** as well. As the tower Base Attack Time is **0.9** compared to default **1.7** of most heroes, **25%** attack speed slow decreases the attack speed from **207** (as stated in the UI of a tower) to **160**. In other words a **tower hits every 1.06 seconds instead of every 0.82 seconds.**

ATTACK		DEFENSE	
Attack Speed:	160 (1.06s)	Armor:	12.0
Damage:	88 - 92	Physical Resist:	41%
Attack Range:	700	Magic Resist:	0%
Move Speed:	0 + 100	Status Resist:	0.0%
Spell Amp:	0.0%	Evasion:	0%
Mana Regen:	-0.00	Health Regen:	-0.00

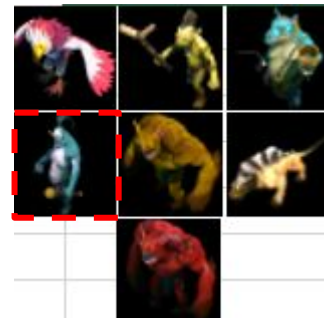
TOWER

90 / 12 / 0

1691 / 1800

Early-to-Late Impact: Ogre Frostmage (7)

Keep in mind that if it works against towers' hits it works well if the tower is glyphed as well even if the main tower target is not armored. Slowing down the tower is a good thing to do every chance you have.



It works on allied courier as well and it's pretty useful when you forgot to control your courier and it's too late for it to escape but your Ogre is somewhere near the courier. Buff the courier and it might save its life as 5 armor gives 23% physical damage resistance which is always enough to sustain 2 hits instead of 1.

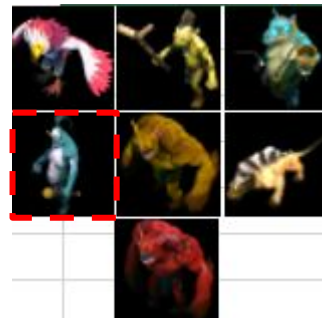


In this GIF top courier is not armored, bottom one is. Rhasta has 71-78 damage, a courier at level 1 has 70 HP and 0 armor.

Courier without armor dies in 1 hit, courier with armor has 13 HP left after the first hit. And it's harder for enemies to make the finishing blow as they are slowed for 5 seconds after hitting the courier the first time.

Early-to-Late Impact: Ogre Frostmage (8)

As towers are affected by the Ice Armor slow debuff it's reasonable to buff every creep possible when the timer hits **5:00** (i.e the first siege unit spawns). There is a little tip that if you have Ogre but your impact on the lane is somewhat questionable and you are quite underleveled (level 3 at minute 5) you can send your Ogre to a different lane near the barracks and wait for the siege to spawn. After that just buff every creep and a siege afterwards moving the Ogre with the wave. It's not that critical if you do that on the lane instead of sending it next to the barracks though.



You are to start buffing the first creep in the wave as it will be obviously the first target to be attacked by the opposite side, then buff all other melees, siege is the last if nobody attacks it. The more creeps you buff, the longer they'll live.

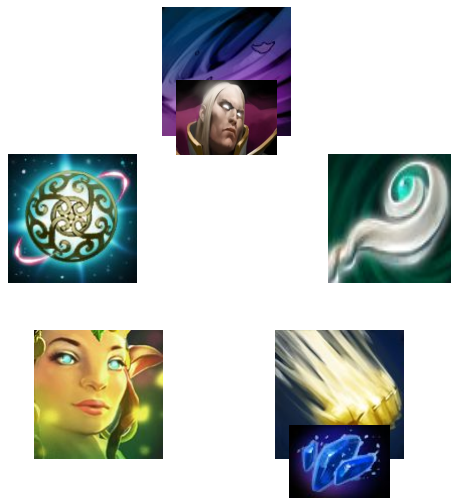
Early-to-Late Impact: Ogre Frostmage (9)

Nevertheless, as the buff is OP you are watch your shielded allies against dispel abilities as even if the enemy had no intention to dispel Ice Armor they did it unintentionally anyway. There are a few spells you are to keep an eye at in the game. Especially if the spells have low cooldown.

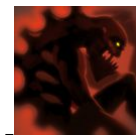
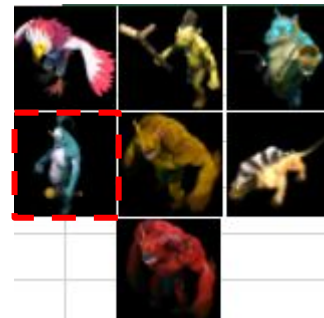
The rule is simple - if your main ally (hard core or initiating hero or important soft support) is already armored - you re-apply the debuff as soon as the dispel hits. I.e you see the Tornado - you buff the hero right after it lands, you hear Enchant - you re-apply the buff right after.

If the hero hasn't received the buff and you expect the fight - wait for a dispel and then cast Ice Armor.

If dispel works in an area (Tornado, Brewmaster's Wind Panda Dispel) you are to decide whom to buff first as you have only 1 hero to buff at a time. I suggest either buffing Chen if enemies tend to focus Chen first or whoever stays the closer to enemies i.e focused.



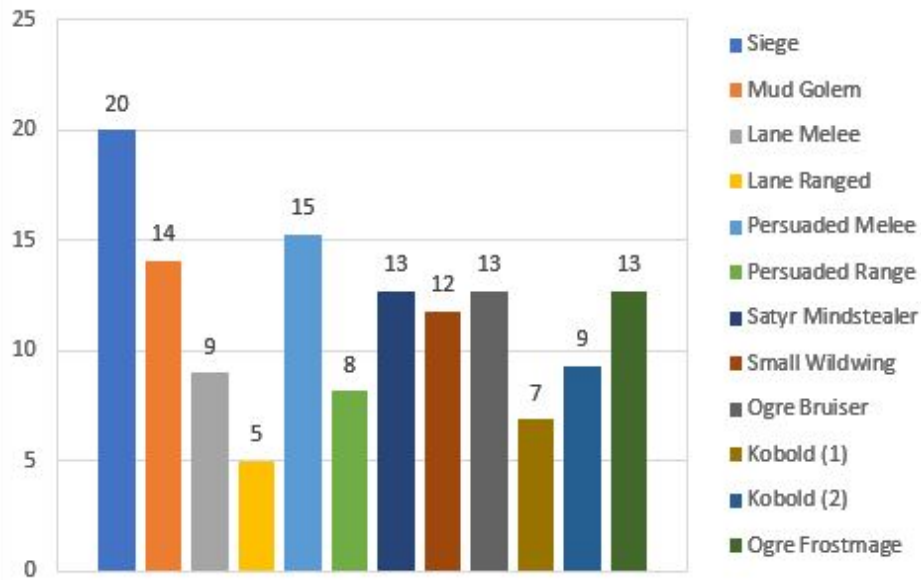
The list is not full, these are the spells I always pay attention to.



Infest here as an exception as it for some reason applies dispel on Lifestealer even again positive buffs. So after the hero ejects out of the body Lifestealer will have no armor. Keep an eye as well.

Early-to-Late Impact: Ogre Frostmage (10)

Same as other basic creeps this Ogre is one of them as well. Not only it's useful but it hits towers pretty decent so if you have an old Ogre with unupgraded bonus damage numbers from Holy Persuasion you can replace it with the new one with higher attack damage. It's not a must but little detail to make things slightly better. It hits exactly the same as Ogre Bruisers. Overall the creep is a must against physical damage cores as PA, Riki, PL etc.



Holy Persuasion bonus is level 2. Kobold (1) corresponds to creep taken with Holy Persuasion level 1 and (2) - as taken with level 2 accordingly. Shown as DPS

You also need some mana for this beautiful creep as it has standard **1.0** mp/sec regeneration which isn't enough to buff everyone. It should be either a Ring of Basilius or Troll Priest (or perfectly both at low levels).

Later at level 5 this creep becomes the part of OMEGA armor combo which is so insane throughout the game and esp. dangerous early on:





It's +10 armor for the whole team (you are able to keep Ice Armor on all 5 heroes), +3 for all creeps and +8 armor for tanking creeps if you buff some off them as well.

Early-to-Late Impact: Hellbear Smasher

HERO

I started to dislike this creep as consider others more useful but there are situations where I'd take it. It's early game where I want to take anything helpful and make use of the Clap or against and with some heroes. You can also take it at 5/10/15/20 etc. minutes to push better as it decreases the time a siege needs to attack by **0.4 seconds**. Roughly speaking melee and ranged creeps do **1** extra attack every **10** attacks, siege does **1** extra attack every **7** attacks.

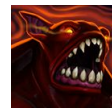
I only take this creep (even though rarely) against these two spells: —→   as it makes my whole team hit faster and increase the chances to destroy the objects.

Or if I have any of these two in my team: —→



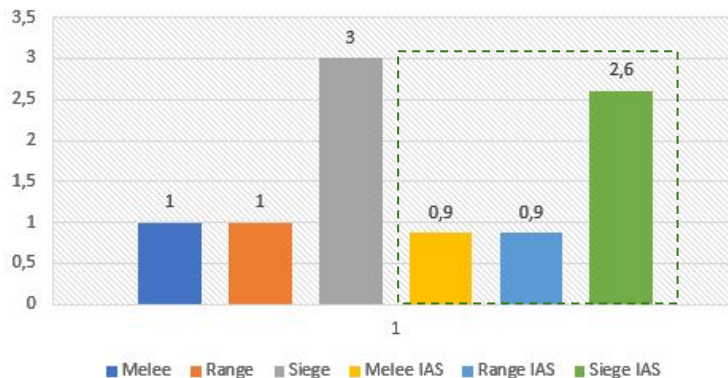
as it increases DPS of Void in Chrono

(same why I skip Mek and go for Drums with Void if we see the opportunity to kill with every Chrono) and makes pushing waves way faster with Beastmaster.



*It **doesn't** affect invulnerable units so your Jugg won't hit faster in Omnislash*

How long does it take a unit to make a hit (seconds)



Thunder Clap's AoE is **300** so you don't have to get very close to the enemy.

I see that every time players literally hug enemies with this creep. Yet, the cast backswing of the ability is **0.6 seconds** and you are to **cancel that animation** right after the cast otherwise you lose too much time.

Early-to-Late Impact: Hellbear

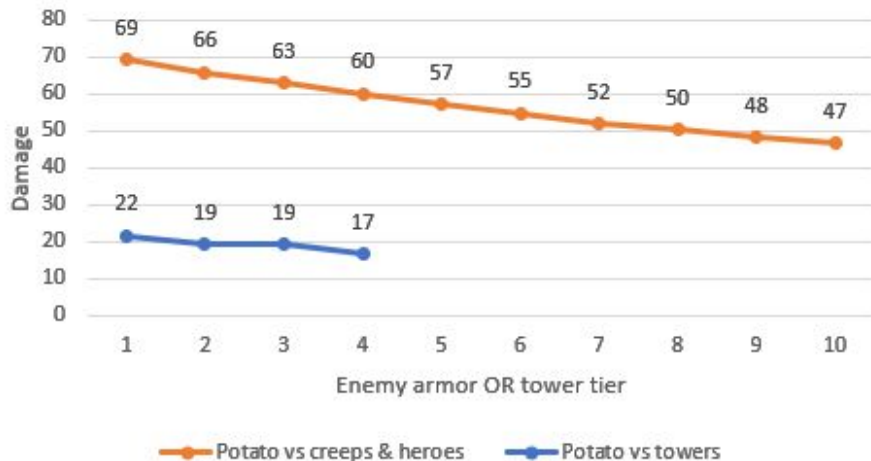
HERO



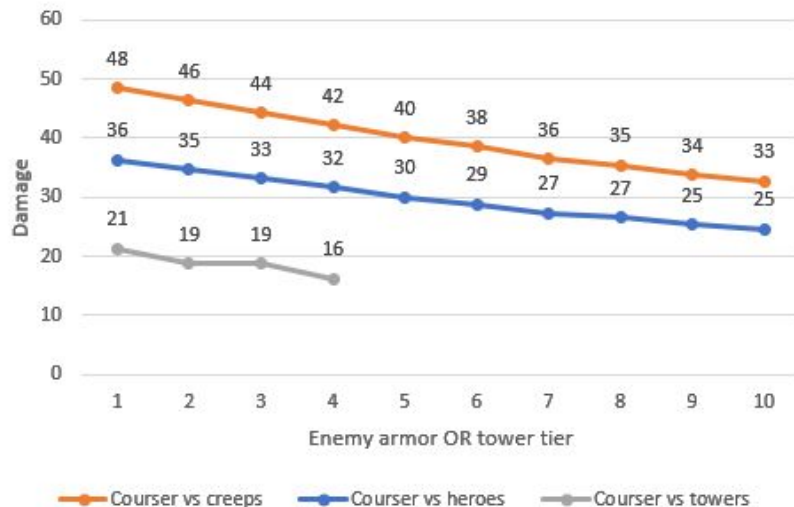
The only differences between this Hellbear and a Centaur the Courser are: damage types (hero vs basic), damage values (34-44 vs 16-19), armor (3 vs 1). Though Hellbear attacks 0.2 seconds slower it doesn't really matter as you don't usually take the creep to attack something but if you really want to increase hero damage output you prefer Hellbear over Courser as it deals more damage to heroes and creeps but literally THE SAME damage to towers as with a Centaurling.

The reason when to take one or another I've mentioned at the Courser page: you take the small one against Wyvern as it might save you or your teammate or against Techies (maybe some other nuke heroes) at level 1 as you can't take a Hellbear before level 3.

Damage output of a Potato to creeps, heroes & towers



Damage output of a Courser to creeps, heroes & towers



Early-to-Late Impact: Alpha Wolf

BASIC

Another overpowered creep that has been nerfed recently and now you can only take it at level 5. Previously you could take Ogre + Alpha Wolf and destroy all outer towers at level 3 with only 2 of these and your teammates. Now it's a must-take in the late game if you have strong cores that deal bizarre amount of physical damage (PA, Morph, Void and literally any other strong carry). It gives so much damage (12% more than Vlads) and cost you nothing so if you work around your carry you should always wander near medium camps and farm them increasing chances to find this Wolfy.



*The damage is so high your Morph with literally no items has +32 damage at level 7. Similar damage as if you had Demon Edge which costs **2200** gold.*



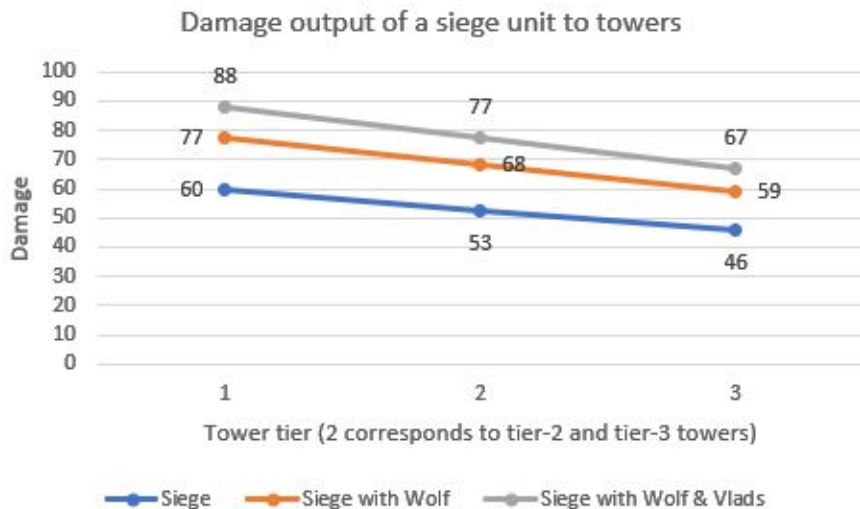
It's also worth mentioning that if you work around core's DPS and have Vladimir's Offering you are to get Wolf ASAP as not only the damage will be higher but lifesteal as well. This combination is OP as hell with siege units especially.



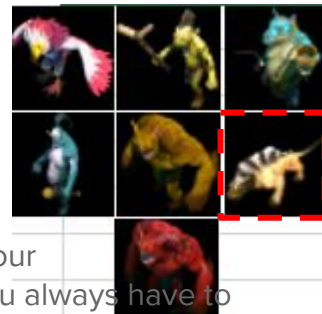
*Since all wolves in the game have **90** attack range they are always the first target to be attacked by a tower or Roshan as a wolf becomes the closest target. Always keep an eye on them, control and move them.*

Early-to-Late Impact: Alpha Wolf (2)

These are the numbers of a siege attacking a tower after reductions. It's especially important to have both Vlads and the Wolf at minute 35:00 as there will be 2 siege units instead of one and towers just melt with the buffs if you protect the units.



Another thing to remember is that every unit's follow distance is **100**. It means that if you rightclicked on your teammate with the wolf it will follow them until they are hidden, dead or teleported. What you don't want is your carry getting in position so the creep will be damaged by neutrals so keep an eye on that and move it manually.



Also keep in mind that Dooks like to devour Alpha Wolf as soon as they see one so you always have to control it and position behind all your teammates at a distance of 800-1000 (as defensive auras work in 1200 AoE) and hide in the trees if there are some nearby. You don't want your creep to be stolen or devoured.



Ancients: Ancient Black Dragon + Drake

HERO



Multiple auras from Dragons stack with each other as well as Fireball which makes this creep extremely good in every situation if you managed to get Aghanim's somehow. It's especially good if you are level 25 with the +3 maximum creeps talent as it allows you to get Ogre Frostmage + Wildwing Ripper + 3x Dragons + Alpha Wolf + Kobold Foreman combo or in other words +17 armor (without items), +30% attack damage, +12% MS to everyone. Additionally you will have 2 high damage abilities (Fireballs) and AoE slow in teamfights (Tornado) as a bonus as your creeps serve aura purposes.



This is how fat a unit becomes with the basic late-game armor combo (Vlads, Greaves, Buckler), 3x Dragons, Ice Armor and Wildwing Ripper. Siege unit also receives 2.5x more damage so another unit would survive a lot more.

I recommend taking 3x Dragons in every game if you have chances and Aghs and especially against physical damage cores like PA. Literally zero damage taken.

Ancients: Ancient Black Dragon + Drake (2)

Other than providing armor in teamfights or during pushing Dragons can be effectively used as an outpushing force. They are kinda slow (325 ms with bonus) but when they reach the lane they can singlehandedly eliminate the whole wave alone as their Fireball deals up to 850 magic damage and have 5 seconds downtime, you don't even need to attack creeps. You have mana to cast Fireball 5 times before you recall a Dragon back.



You don't need your dragon to be visible, hide it in the trees and cut/outpush waves. Basic things everyone knows but with a dragon.

2008 dmg

669 dmg



Multiple sources of Fireball stack so you end up with insane amount of damage (255/sec). It's good against illusions even in the late game. So if an enemy PL is on you - step on 3 Fireball pools and pray.

Ancients: Ancient Black Dragon + Drake (3)

Fireball also provides flying vision (**300/300**) and sometimes it's useful if you want to check uphill but have no courier nearby or any flying vision spells (Ice Vortex of an AA) or if there's an enemy hero or a Tombstone/Supernova on that cheesy cliff and you can't see shit to destroy it.



Chen also can farm Ancients at level with the help of any piercing damage creep without risks. It takes some time and practice but sometimes it's worthy as you get level 3 very quickly and skyrocket even further in terms of XP after you have 2 creeps. All you need is to play with the maximum attack range of ancients. Since Dragons have 300 attack range it's easy to fool them around, just need to know where to stop and land projectile which will aggro them. Ghost in this case is a mega super creep. DON'T HUG THE CREEP AS THE ENEMY ATTACKS IN AN AOE.

Ancient Drakes (small dragons) have negative 1 armor so if you want to farm even more efficient later either as Chen or any other core - kill the big Dragon first as it provides them armor.

DEFENSE	
Armor:	-1.0
Physical Resist:	-5%
Magic Resist:	0%
Status Resist:	0.0%
Evasion:	0%
Health Regen:	0.50



Ancients: Ancient Thunderhide + Rumblehide

HERO



This is the creep I'd take if I played with heroes like Void, PA, Drow or any attack speed relying hero as its Frenzy ability is insane (**+75 AS**, **8 sec.** duration and cooldown), lately Valve buffed Slam too and now it's a threatening ability. This creep is good in combination with double Dragons if you play against many units or illusions as Dragons deal **1700** damage in a specific place and Slam allows you to slow both AS and MS by **60%** and deals **250** damage to close units which is usually what PL wants, for instance. Thunderhide is slow as hell (**270**) and it's so hard to initiate or get close to enemies with this creep - you either need Stampede or Drums + Kobold to cast offensive Slam so don't think about it, use it only if the enemies try to get close to you instead.

Frenzy is literally good to have for any core AND a siege as it greatly increases its DPS. The creep was very OP when it had War Drums aura but they moved it to the small lizard. I don't think it's a good idea to take one Rumblehide for the **40%** accuracy aura but sometimes it might be good. Free MKB.



Not only it gives 40% accuracy AURA which is the only aura of this kind in the game but 25 attack speed aura at the same time.



Ancients: Granite Golem + Rock Golem

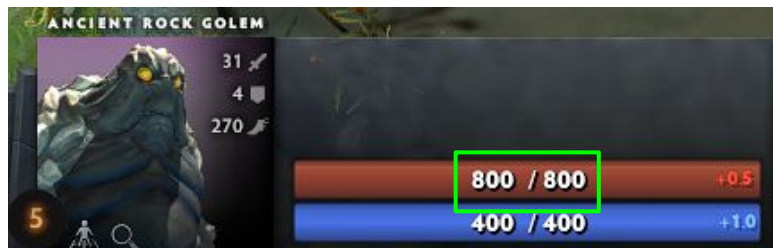
HERO



This overrated Granite Golem's aura adds 15% HP of your MAXIMUM HP which means the more health you have the more bonus you receive. It's actually the worst Ancient creep of 3 possible so I don't recommend taking it, prioritize Dragons as you will have more effective HP than from raw health bonus. Also, this creep is dangerous to take against AA as if you somehow leave the aura radius and come back again it will take away a piece of your HP instantly.



This is what happens if you keep leaving the aura radius over and over.



You should always kill the big Golem first as it adds 120 more HP to the small ones. Time efficient.



Ancients: Granite Golem + Rock Golem (2)

armor chart

raw HP chart

EHP



